

OFFICIAL! THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

148 PAGES!
100% NINTENDO

N64



MAGAZINE

The 20 best games as voted by you!

1999 READER AWARDS

AND THE WINNERS ARE...



planet 
GAME BOY
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27

ISSUE



Whatever else puts you on the spot
it needn't be spots.

Uh-oh! Bit of an embarrassing spot? Still, look on the bright side. OXY products help kill spot causing bacteria on contact, helping to prevent spots **before** they start. Which means, at least it won't be **that** sort of embarrassing spot that puts a cringe making blemish on your day. **SPOTS? OXYCUTE 'EM.**



WELCOME TO



At 148 pages N64 Magazine is Britain's biggest and best-selling Nintendo mag; and here's why

We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.

Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.

Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.

The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.

Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.

N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

Don't be fuddled by feeble imitations!



Ladies and Gentlemen, the winner is...

No, no... we'll leave that until later on. We had loads of your nomination slips, though. A frightening number in fact – it took us ages to go through them and painfully tot up the results. Worth it, though, I'm sure you'll agree. Turn to page 76 to see where your favourite game ended up.

It's been a strange old month what with one thing and another. The big game's *Mario Party* of course, but even that isn't quite what we're used to from the big N. It's a fantastic multiplayer game, but not in the same way as *Mario Kart* or *GoldenEye* (which we still play every lunchtime). No, *Mario Party* is, oddly, *really* a game for parties – about getting a group of non-gaming friends together and having a laugh. Which makes it almost unique amongst modern games – we certainly couldn't think of anything else like it.

Another source of strangeness has been the delay of *Jet Force Gemini* (again). We'd have liked to have brought you all the latest info on the game, but – you'll like this – Rare chose to move house this month and the game's been put back as a result. There are plenty of good games to plug the gap of course – *Castlevania* comes out in the UK soon, and *Monaco Grand Prix* (which we weren't expecting much from) has turned out to be really rather good – but we're just getting a bit impatient now. It makes you wonder how they're going to squeeze *JFG*, *Perfect Dark*, *Twelve Tales: Conker 64*, *Banjo-Tooie* and *Donkey Kong 64* in before Christmas.

We have a theory about Nintendo, though. We reckon they're saving their big announcements for America's E3 show at the end of May – all those Rare titles will be there along with the first *Star Wars Episode 1* games and maybe, just maybe, the next Miyamoto project. Rest-assured, we'll have all the info for you, starting with a special preview feature next month.

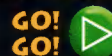
Unfortunately, we had to move office's ourselves this month. As it turned out, there weren't enough desks in the new one for everyone to get a seat. Some straws were drawn and I lost, so I've had to resign my editorship. Sheesh, eh? Tune in next month to see who gets the hot seat.

Enjoy the issue

The late
JAMES ASHTON
EDITOR



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April 1999



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1999 READER AWARDS



Your votes counted up! Aces! (Tim looks like an idiot, here. And Jes.)

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MULTIPLAYER COMPO

Reckon you could tan our behinds? We'll see...



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The 64DD is dead, but this little baby is taking its place. Find out why you must have a DexDrive inside...

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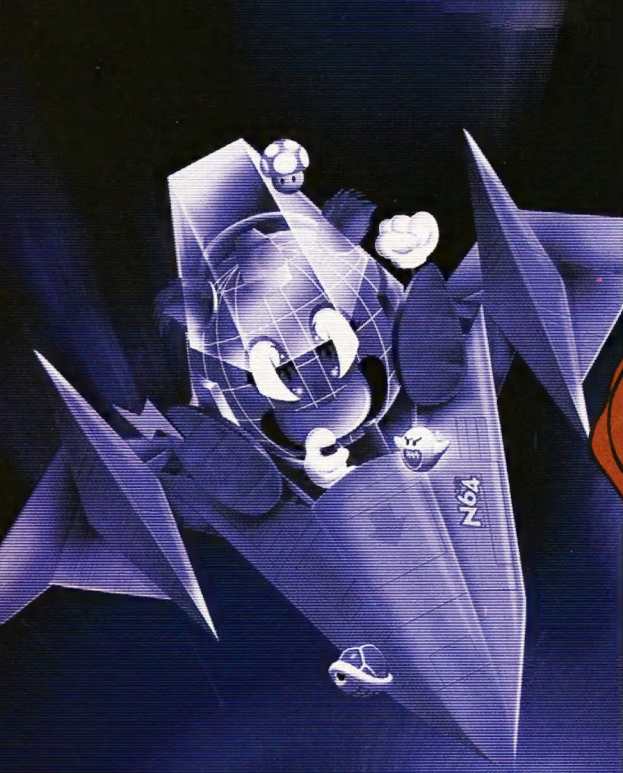
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DAVID DIENSTBIER

The man behind *Turok 2* speaks out!



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FUTURE

LOOK

Your first look at the **BIG** new N64 games!

this month

POKÉMON SNAP

On safari with the Pocket Monsters and your N64. Keep your camera at the ready!

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Better than *Micro Machines*? Acclaim's new remote control racer is heading our way.

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POK

NEW PICS!

Pokémon Snap

NINTENDO



June



1

UK release TBA

WANT MORE NEW GAMES?

Check out the *Coming Soon* section of *Planet 64* on page 16!



▽ Unless we're very much mistaken, that looks like a member of the Doduo family.



Now if that isn't a prize-winning snap, there's no justice.

▽ If that's Professor Oak, he must have found an excellent anti-wrinkle cream.



▽ Yay, it's Slowbro! When he's awake, he's as hard as nails. Jimmy Nails, no less.



Arr, there be foxes down on the farm. Fetch ol' Bessie, Jethro, and a box of 12-gauge.



A

s if stung into action by last month's Planet Game Boy feature, Nintendo have confirmed a US release for the bizarre-sounding *Pokémon Snap*.

The aim of the game, for what it's worth, is to explore the vast expanse of Pokémon Island – a kind of Jurassic Park of cuteness – capturing wild Pokémon on film for Professor Oak's catalogue. Rather like an expanded version of the Safari Zone in *Pokémon* on the Game Boy, you're tooled up with a supply of apples to feed the creatures you encounter, and rocks to hurl at them to send them into a rage. Knowing what tactics to use to get the best picture of each species is essential, as Professor Oak only wants the best shots for his project.

Of course, you don't have to stick to taking perfect photos every time. Like *Pilotwings*, you can just take pictures of whatever you fancy, using your zoom lens and Pokémon flute to get candid snaps of

the little beasts in their natural environment. You have limited freedom to roam the island as you please, since Zero One – your safari vehicle – isn't capable of venturing off-road.

You can choose your own route around the island's dirt tracks though, and it's essential to plan each journey in order to encounter the widest variety of monsters. Some of them can be found simply dozing under trees to escape the afternoon sun, whereas others will only show themselves when there are other Pokémon around to chase after. Pokémon fly, swim, burrow and climb all over the place, but since they can be very shy, only the most dedicated and patient Pokémon picture hunter will manage to snap them all.

Pokémon Snap is out towards the end of June in the States, with a UK release following hopefully after the Game Boy *Pokémon* has conquered the country.



ÉMON SNAP

say cheese

DD-mon

Pokémon Snap was originally supposed to be one of the launch titles for the 64DD – Nintendo's 512 Megabit rewritable disk drive for the N64. All that storage space would have been used to keep a huge album of photos of Pikachu and chums at play, which could then be exported to paint programs such as *Mario Artist* and generally messed around with.

Since the DD is definitely not going to be released in the States, Nintendo have pressed ahead with a cartridge-only version capable of storing some 60 different snaps at any one time, which is plenty to be getting on with anyway. Japan will no doubt get the DD-enhanced version when the add-on is eventually released there this summer, or possibly a version including similar DD 'hooks' to those contained in *F-Zero X* and *Zelda*, allowing the game to use the drive if and when it's available.

▶ We haven't come across one of those in the Game Boy version yet.



▶ They want apples. Lots and lots of apples.



▽ The full list of all the monsters you've captured on film so far.

ポケモンレポート			
No.	名前	コース	とくさ
012	バグジー	ビーチ	1220
016	ポッポ	ビーチ	2020
025	ピカチュウ	トウネル	1840
050	フーディー	トウネル	2600
052	コウズ	ビーチ	2840
084	ドードー	ビーチ	1900
101	ブルビィ	トウネル	4100
125	ズルッグ	トウネル	2660
131	ワニワニ	ビーチ	3120
132	イーブイ	ビーチ	2600



▶ Choose your favourite snaps at Lawson Station...

▽ ...and you get a sheet of glossy Pokémon stickers.



LAWSON STATION Pokémon Print

The Japanese (of course) have come up with a typically original tie-in for their version of *Pocket Monsters Snap*. Since every picture created in the game is completely unique, there's a good chance that the dedicated Pokémon hunter will capture some remarkable snaps of Pikachu at play. Even a plucky amateur could find himself face to face with a timid Chansey or a rare Wigglytuff, and come up with an eye-opening portrait of cute little beasties in their natural habitat. So what do you do when you've got a top class Pokémon snap and you want to show it off to the world? Simple: You take your game cart down to your local Lawson Station, plug it into the machine you'll find there, and run off a few dozen Print Club-style colour stickers to distribute amongst your family and friends. Sadly you won't find a Lawson Station outside of Japan, but hopefully someone will be able to offer a similar service when the game is released over here. We can't wait to plaster the office with stickers of Slowbro 'bothering' Ponyta.

Shutter chance

You'll be offered a 'shutter chance' (ie, the opportunity to take a photo) whenever you whip out your camera when Pokémon are in the vicinity. Drive as close as you can to your subject, making use of the zoom lens, and wait for the Pokémon to do something interesting. A picture of a Paras scratching its mushroom-like protrusions is obviously worth less than a picture of a Pikachu cooking said mushrooms with a 10,000 volt bolt of electricity. Some Pokémon positively adore having their pictures taken, but some will be enraged by the noise of the shutter, and will promptly take appropriate action on your 'ass' if you don't high-tail it out of their territory sharpish.



△ Two unusual monsters in one snap makes for a quality photo album.



△ Dirk Diggler impresses on his N64 debut.

▽ Ahh. How very sweet.

▽ Ponyta, high up in the volcanic mountains of Pokémon Island.



△ Now might be a prudent moment to start running.

▽ Why so glum? We want happy pictures, not miserable faces.

▽ Is it a real Pokéball, or a sneaky Voltorb in disguise?



From zero to hero

Zero One is the name of the strange contraption used to transport visitors around Pokémon Island, and although it appears to have three wheels, it generally only travels along the tracks built into the roads which criss-cross the lowlands. But since some Pokémon prefer to live in more remote areas, Zero One can be upgraded to enable it to cross even the most inhospitable terrain. To get shots of the disturbing Poliwhg, which despite having tiny little legs, only lives in the water, you'll have to kit Zero One out

with a set of inflatable rubber floats. To find the entrances to the caves where the likes of Geodude reside, you'll need to use Zero One's rocket jets to fly up into the mountains.

△ Getting jiggy in the trusty old Zero One, as Ash prepares to go on a camera safari around Pokémon Island.



TO BE CONTINUED... We'll keep you updated on Pokémon Snap as it progresses.

IT'S ACCLAIM'S BRAND NEW MICRO MACHINES BEATER!



Great backgrounds, thanks to the expansion pak.



These are nicely polished little cars.



Those little aerals wobble around as the cars move.

Hitting an oil slick on the neighbourhood course. Is that a paddling pool by the side of the track?



Weapons can be turned on or off. We prefer them on, mind.

Re-Volt
ACCLAIM
September 1-4
US release September

RE-VOLT

Remote control cars are fun, aren't they? Especially when you get them to belt around wide open roads, bounce off kerbs and rattle over drain covers. Sadly, the time when you're having the most fun of all usually coincides with the time when the bloke next door decides to reverse out of his driveway in his 4x4. Crunch. Sob.

Enter Probe, creators of *Extreme G*, with a solution to all those unhappy tiny toy car/rear wheel of a Land Cruiser interfaces. *Re-Volt* offers all the remote control racing you could possibly wish for, with none of the potential heartbreak. There are eight cars to choose from at the start, and an impressive total of 20 hidden ones which are unlocked as you progress through the game's 14 courses. Once you've learned how to handle

the standard nippy electric cars you can move on to the even nippier petrol-powered versions, moving at speeds which could make Wil's hair stand on end.

The tracks are set in seven different environments, from an ordinary suburban street (complete with giant cars to jump over) to a planetarium-equipped museum, and finishing with a fiendishly tricky jaunt around a deserted

supermarket. The way the courses are laid out means that you often have to double back and travel in the opposite direction along certain sections, so if you're particularly fast (or slow) you'll see the computer cars coming towards you. All the courses can be tackled in reverse and mirror modes too.

Optional weapons are included, so you can go for a 'pure' race or a *Mario Kart*-style battle in the multiplayer game. Rockets and oil slicks are among the more conventional power-ups, but the best one we've seen has to be the giant car-squashing steel

VISUALS ● A complete track editor will allow you to create courses using track segments and objects from the main game.



There are cars, diggers, balls, sprinklers and pot holes among the hazards on this level.

Ooh, arcade machines. Together with RC cars, a killer combination.



They might not do 100mph, but it still feels very fast.



James ran over a remote control car like that last week. He reversed over it a couple of times just to make sure it was dead.

Looks a bit like something out of I-Zero X, doesn't it? (No - Ed)

The multiplayer game is definitely looking top quality.



LT fully charged

ball, which rolls along the track flattening everything in its path.

Perhaps the biggest single selling point has to be the inclusion of a complete track editor, which will allow you to create courses using track segments and objects from the main game. Created tracks can be saved on a controller pak, and, in conjunction with the DexDrive (see our special feature on page 30 for more info) sent across the internet to fellow Re-Volt players around the world.

Re-Volt is scheduled to be completed by the end of June, meaning we should have a review of it towards the end of summer.



A bit of a Saturday night stockbroker mobile, in remote control form. There's something for everyone here.

Something bad just happened to the poor little car. If it gets stuck upside down, tap R to flip it back over again.

TO BE CONTINUED... We'll bring you an update on Re-Volt as soon as we get our hands on a more complete version of it.





PLANET 64

NINTENDO 64 NEWS CENTRE

Thanks again

For the second year running, you've made us number one!



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Next issue on sale
20th April

o ooooooh yes you have. It's official: The Audit Bureau of Circulations, the folks who count every single magazine sold each month and provide the definitive sales figures, have confirmed that we are indeed the UK's best-selling independent N64 or Game Boy magazine. By a country mile, in fact. And it's all thanks to you.

This time last year, our ABC – as the amount magazines sell is technically known – came in at a really rather nice 43,000. And now, a scant 365 days

later, we're selling – wait for it! – a whopping 73,000 copies. Which is loads.

So we'd like to thank all of you for continuing to support us, and to assure you that we'll keep on providing you with the most exclusive news, reviews and previews, the best free gifts, and generally provide you with the very best N64 magazine money can buy. And to

all our new readers, thank you for picking up N64 Magazine and contributing to our success – we hope you stick with us. Here's to next year, eh?

(Almost) cheap games N64 budget range strangled at birth

Our hopes were raised and then cruelly dashed to the ground this month by rumours of an N64 budget range. Reported in weekly games trade newspaper CTW, the 10 or so games involved apparently retailed at £19.99, and included, brilliantly, such evergreen classics as *Pilotwings 64* and *Blast Corps*, and a host of other titles ranging from the quite good to

the absolutely dire – *Killer Instinct Gold*, *Tetrisphere* and the woeful *Cruis'n USA* representing the spread quite fairly.

However, on contacting THE Games – Nintendo's European distributor – we found out that there were no such Platinum-style shenanigans going on at all.

Apparently, what had happened was that surplus supplies of the games

in question were found lurking in the back of a warehouse somewhere, and were then sold to selected independent retailers for a knock-down price, resulting, we'd imagine in a case of crossed wires and accidental misinformation. Annoying, yes? Imagine being able to get *Pilotwings* for 20 quid? That'd be ace. And it's still possible – here's hoping for the future.

SHORT CUTS

MONSTER MASH

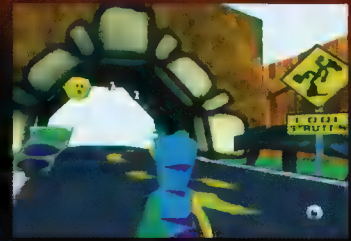
Just in case there's anyone left who still doubts the phenomenal appeal of Pocket Monsters in Japan, sales figures for Pocket Monsters games over the last quarter of 1998 accounted for the largest single

portion of the Japanese games market. More than PlayStation and Dreamcast put together, in fact.

The lion's share went to the Game Boy Pocket Monsters RPGs, with *Pocket Monsters Stadium* and *Pikachu Genie* both, which both briefly topped the sales charts, adding 64-bit support and large amounts of wonga to Nintendo's bulging coffers.

GEX LIVES

After we reviewed it in issue 21, the feeble *Gex 64: Enter the Gecko* obviously thought it would be best if it kept its head down for a while, and – shockingly – has only just been released in the UK. In case you've forgotten the review and want some buying advice, we advise that you avoid it like you would a screaming tramp running towards you brandishing a used syringe.



Resident Evil 64

One of Sony's biggest hits comes to the N64!

Capcom's zombie-infested frightfest franchise, for so long the preserve of the PlayStation, seems to be finally coming to the N64.

As we reported a couple of issues back, Capcom have been working on possible scenarios for an all-new Nintendo-specific *Resident Evil*. The latest news appears to be that the game will officially be called *Resident Evil Zero*, and that it will be a prequel to the two PlayStation efforts.

Other details are sketchy – apparently there were talks of porting *Resident Evil 2* over, using the expansion pak for hi-res backgrounds and all-new compression techniques to eliminate the rather long,



numerous and very tedious loading times prevalent on the PlayStation's disc-based system.

Whether our all-new instalment will use the same mix of pre-rendered backgrounds, awkward camera angles and fiddly controls as the PSX games is, as yet, unclear, but let's keep our fingers crossed for a proper, full 3D version, with proper analogue control, eh? More news as we get it.



△ These shots are from *Resident Evil 2* on the PlayStation.

We want you!

Calling all Game Boy owners!

Do you have a Game Boy? Then we want to hear from you! The Planet Game Boy section in **N64** has gone down a storm, in fact it's been so successful that we're doing a special edition of the magazine, devoted to all good things Game Boy. It'll be packed with reviews, cheats, game guides and lots of juicy features about, ooh, anything and everything concerning gaming on the move.

But we need to know what you want. Send us your thoughts on anything Game Boy related. What are your favourite games? Where do you play? Has anything funny happened while playing? Tell us a little bit about yourself, and send us a picture of you and your machine in action – particularly if you have a groovy customised Game Boy! We'll print as many as we can in Planet Game Boy: The Magazine!

Make sure that you include your name, address and phone number, just in case we need to get in touch. The mag goes on sale May 6, 1999, and we'll need all your

musings and photos well before that, so get writing! Send your stuff to: Adam Waring, Editor, Planet Game Boy, Future Publishing, Bath BA1 2BW.



EA FIA F1

In an all-encompassing FIFA-style deal, Electronic Arts have secured the official FIA Formula 1 license for the foreseeable future, giving them exclusive rights to all the official teams, tracks and current drivers. The first fruits of the new arrangement are likely to be in-depth driving/management sims. Great news for hardcore motor racing fans.

RAY-MATION

Developers Ubi Soft, whose *Monaco GP Racing Simulation 2* (shown) is reviewed in this issue, are currently working on an animated series of their armless mascot Rayman. It all looks very impressive – if not stunning – being computer-generated, but it's not going to be on telly for a while yet, as the projected 13 episodes have yet to be storyboarded, let alone filmed.

SMASHING STUFF

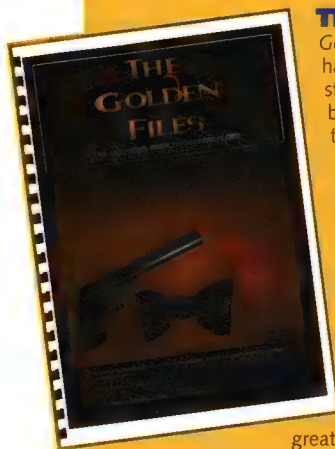
We've had plenty of calls this month from NTSC N64-owning readers who've bought the import version of *Smash Bros* – all to say that it's a cracking game. Unfortunately, as we write this, and despite a confirmed US release date of 26th April, there's been absolutely no word of a PAL release. We advise you to turn to page 16 right now, and join in our petition...

GONG TWICE

Japan's Agency for Cultural Affairs, an organisation set up to honour outstanding artistic achievements, has awarded Shigeru Miyamoto's masterpiece, *Zelda*, the Grand Prize in the Digital Interactive category. Shigsy must be over the moon with that result, and with *Zelda*'s second trophy of the year, France's Milla d'Or award for Best Adventure/RPG. Congratulations old son.

FANZINE FARM

Stop makin' them pigs squeal, Jethro, and get reviewin' those fanzines!



THE GOLDEN FILES

GoldenEye, being one of the best games ever to have graced any console ever, has had plenty of stuff written about it in the last year and a half – but we've not seen quite such an exhaustive guide to the game anywhere.

Crikey. We haven't seen such hard work since Jethro caught his hand in the thresher and old Dr Wonkle had to stitch all night to re-attach it. Not so much a fanzine as a frighteningly comprehensive homage to *GoldenEye* (150 pages long!), Joe Gordon and Alex Lewis have created a real labour of love, crammed to the gills with reviews, hints, tips, detailed level-by-level guides, millions of quirks – so many, in fact, that there's loads we've never seen before – and, basically, everything *GoldenEye*-related that you could ever wish for. And the cover's great, too. It's wallet-emptying expensive, mind, but

very well done lads!

- To get your hands on the Golden Files, send £8 and a stamp addressed A4 envelope to: Alex Lewis, 3 Bishops Avenue, Bromley, Kent, BR1 3ET

GAME DUNGEON

Ah, Daisy would have liked this, if she weren't being reclaimed for Sainsbury's new range of Ambiguous Meat Products™. A hefty read, it's been enthusiastically written by Tom Dewsnap and James Weetman, and covers both PlayStation and N64 games, with large and enthusiastic reviews. This issue includes reviews and tips for the Game Boy, SNES and N64 *Zelda*'s, which is good news for those that just can't get enough of Hyrule, and a useful guide to two other excellent adventures for those who've only experienced Link's adventures in *Ocarina of Time*. Just one thing, though, lads – is *Super Mario 64* really worth just one more mark than *Crash Bandicoot 3*?

- Send 50p to Games Dungeon, 92 Acorn Drive, Sheffield, South Yorkshire, S6 6ES

64 ZONE

Bright covers are always guaranteed to hold Jethro's attention for a significant length of time – as, it has to be said, do cuddly toys and spoons – and 64 Zone kept him quiet for a whole day. It's quite a slim fanzine, but one that is professionally put together. The very well-designed, eye-catching reviews (complete with snazzy background art), concise tips and excellent 'Most Wanted Games' feature (with *Metroid 64* at no. 3, Samus fans!) all mark it out as quality manure. Luuuuuvvvely.

- Send £2 and an SAE to Martyn Bibby at 220 Birchfield Road, Widnes, Cheshire, WA8 9EH

Got a fanzine? Weeeeeeeell, send it to us and we'll do our damndest to plant it in the farm. Send it to:
Fanzine Farm, N64 Magazine,
30 Monmouth Street,
Bath BA1 2BW.

New Goods

Got a bit of spare cash that needs spending? Have a look here....



MAD CATZ ANALOGUE STEERING WHEEL

Mad Catz • £50

It's an analogue steering wheel! But, um, so are all other steering wheels. And so is the joystick on the regular N64 joystick. Such pedantry aside, this latest offering from Mad Catz is a pleasantly well-rounded affair, weighty and robust, with nice stiff

pedals that don't collapse with the slightest pressure. There's even a gear stick, which doesn't 'click' at all and seems terribly vague, although the C-buttons on the top are a nice touch. The wheel itself is comfy and smooth, even if the turning radius is a little expansive. There's even a battery-eating rumble effect which, we've found, apparently just means that the whole thing buzzes once every minute. On the whole, though, you could do a lot worse for the price.

84%

PIKACHU FIGURES

Project K • 0181 508 1328

Martin, in a baffling reversal of his usual lizard-like demeanour, fell in love instantly with this cloyingly cute trio of yellow fluffballs. Mind you, Pikachu is his fave *Smash Bros* character, so we should have realised he had a soft side. Set in a variety of 'endearing' poses, these plastic figurines will brighten up, um, something or other. The dashboard of a car, maybe. Or a mantelpiece. Or perhaps a cistern. Anyway, they don't move at all, and they smell strongly of whatever industrial chemicals they use



these days to mass-produce tat like this in Taiwan. Although the cardboard background provided is quite nice. Most odd.

80%



RETROWORLD

with Jason Moore

Let's take a look at yet more games for Nintendo's much loved Virtual Boy.

MARIO CLASH
Nintendo

Mario's first VB outing was a harmless game of tennis and, while the game played quite well, it offered very little more than the original Game Boy version. *Mario Clash* however was Nintendo's attempt at putting things right.

Unlike Mario's more traditional platform outings, this game is more of a puzzler. Each of the 40 levels is played in a single screen, 3D arena, with a framework made up of pipes and platforms.

Unfortunately, these screens are packed full of various nasties... mainly familiar creatures from Mario's fun packed world. As ever, the key word is disposal, and, armed with only a jump button, Mario must eradicate each arena of enemies.

While the game offers considerable variation over the levels, you can't help feeling that the old Mario magic is missing. Perhaps things would've been better if the scores were battery backed onto the cartridge, or if you couldn't just choose which level you wanted to attempt. Overall, an interesting puzzle game, which does more to show how innovative the VB's 3D capabilities are, than provide a lasting challenge.

RETROGRATING

67%

BASEBALL 95
Kemco

Common opinion in the games industry is that if a console is going to be accepted in the US, it simply must have a baseball game. Kemco's title definitely fills the gap. The initial cutesy intro, depicting a large sprite missing an easy ball, instantly confirm the titles cartoon-like view of the sport. Sure, there are pages of bewildering Japanese statistics, but once you get to the score card, things couldn't be simpler.



First comes the batting, with a well defined 3D stadium as the backdrop. Believe it or not, I managed to hit the ball with my first ever swing which, considering the complexity of other baseball titles, instantly warmed me to the game. But that's not to say it's easy.

Every nuance of movement and timing makes a vast difference to the overall hit. When it comes to fielding, the ball's visible shadow means it's even possible to make a catch every now and then.

It's this mixture of pick-up-and-play, and the skill needed to get good at the game, which makes *Baseball 95* one of the more worthwhile sports games on the Virtual Boy.

69%

RETROGRATING

JACK BROS
Atlus

When I first played the Japanese version of *Jack Bros*, the reams of Japanese text made me think it was packed with role playing elements. On finally locating an American version, I was rather disappointed to find that the text was just instructions and tips on how to play each level.

Essentially, *Jack Bros* is a cross between *Gauntlet* and single player *Bomberman*. Travel around 3D mazes, picking up keys to unlock the exit. On your way, pick up extra bonus time to add to your counter, extra weapons, and avoid being damaged by the various enemies and in-built traps. The game's not simple, though.

Some enemies have long range fire, while others drop *Bomberman*-style bombs.

The game is made up of six worlds, each, in themselves, consisting of a set of stages. Each world has to be completed in the allotted time, and all the various hazards are intent on slowing you down. When you reach each stage's exit you jump down to the one underneath, a simple, but elegant use of the 3D hardware.



The final stage of each level houses a big boss and while they're not particularly difficult to defeat, keeping one eye on the rapidly depleting counter can be very stressful. If the counter gets to zero before you complete a world, it's back to the beginning!

73%

RETROGRATING

SPACE INVADERS
Taito

If there's one game that Virtual Boy fans crave then it's *Space Invaders* - maybe it's the game's official Taito status, or just the thought of playing it in 3D. One thing's for sure, though, the omission of a battery backed score table is this game's greatest failing.

There are two play modes. The traditional 2D game is completely authentic but the 3D version comes complete with duplicating

aliens and stunningly detailed backdrops. The UFO that previously just used to drift across the screen now brings invader re-enforcements, so shooting it down is much more of a priority.

There are also score attack and time attack modes, which would do much to improve the lastability of the title if only the scores could be saved.

Unfortunately, though, all the things that make *Space Invaders* so frustrating have made their way into this version as well. You can still only shoot one missile at a time, for instance, and the annoying noises that accompany every shot are in there too.

Overall, a relatively unaltered interpretation of a video gaming classic. It's got its flaws but we still love it.

84%

RETROGRATING



Retrogames shop now open:
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Updating you on the N64 games of the future

This month including:

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SMASH BROS

NINTENDO/HAL

96M



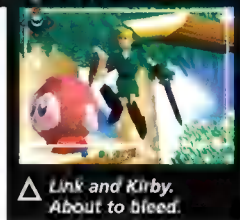
1-4



April



Not yet...



Demand Smash Bros now!

Yes, we know we've already reviewed it on import, but the fact is that *Smash Bros* still hasn't been granted a PAL release, despite an alleged 26th April American release date. And, with *Smash Bros* being an absolute stormer of a game, and the beat-'em-up we've all been waiting for – with dirty great swathes of added Nintendo innovation, natch – we think that this is an unforgivable state of affairs.

So, we want you to help us campaign for *Smash Bros*' PAL release, hence the handy coupon below. Simply fill it in, cut it out – or photocopy it, should you not want to spoil your magazine – and send it to us. If we get a big enough response, we'll pass the bulging boxes of the

petition on to the people in charge, to show them that we must have *Smash Bros*.

In the meantime, we'll briefly recap the game. A beat-'em-up – of course – *Smash Bros* allows four of you to beat the living daylight out of each other with all your Nintendo favourites: Mario, Link, Donkey Kong, even cute ol' Pikachu. You can do this with the help of a number of highly entertaining moves and loads of opponent-trotting power-ups. See our frighteningly extensive import review in issue 26 for the full lowdown, but believe us when we say that you really can't do without it.

Oh, and from all your petitions, we'll pick a name and send one lucky *Smash Bros* campaigner a free game. Good, eh? Send your coupons to: "We Want Smash Bros", N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

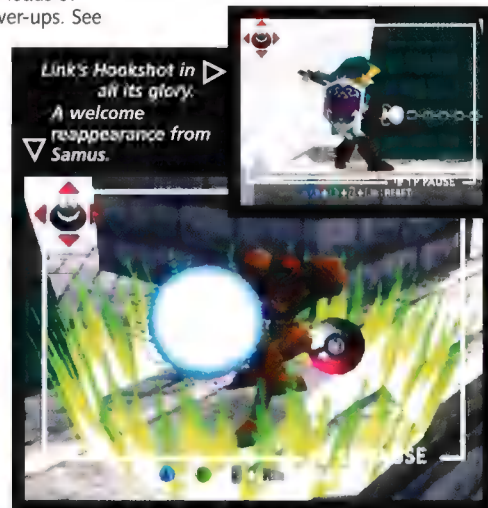
WE WANT SMASH BROS!

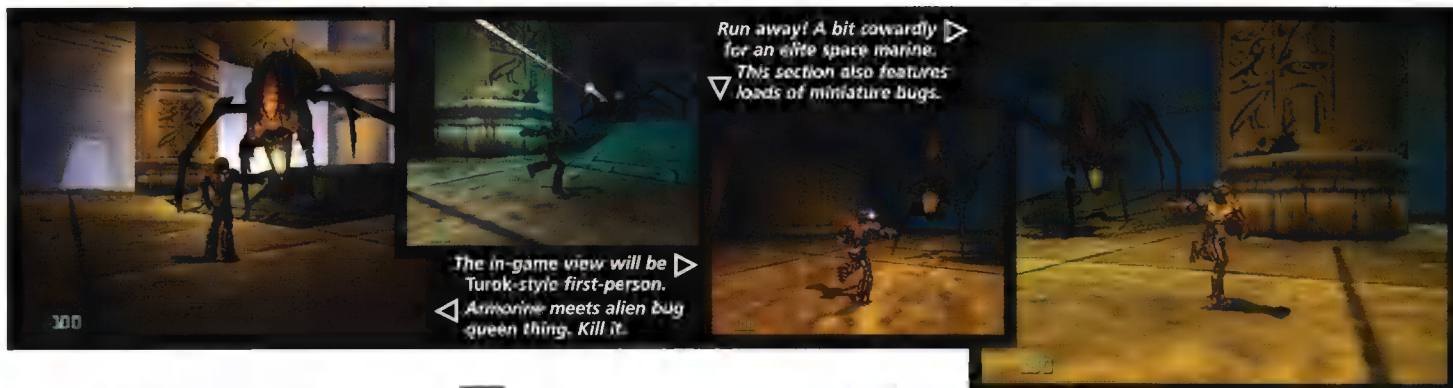
Hello. I positively demand that you release *Smash Bros* here in the UK, as soon as possible, seeing as it's utterly fantastic.

My name is:

And I come from:

And I shall be terribly upset if you ignore my heartfelt plea.





Run away! A bit cowardly for an elite space marine. This section also features loads of miniature bugs.

The in-game view will be Turok-style first-person. Armorine meets alien bug queen thing. Kill it.



We can't wait to get hold of a more complete version.

Bug hunter

Currently in the first stages of development at Probe, *Armorines* is a futuristic first-person shooter based on a series of comic books and using the *Turok 2* game engine.

That's not to say it'll actually play anything like *Turok 2* though, because *Armorines'* design team are keen to give their game its own distinctive identity. Consequently it's much more of an all-out blaster, with 20 smaller levels set in five environments, and a huge boss for each one.

ARMORINES					
ACCLAIM	128M	1-4	December	December	

It's reminiscent of the film *Starship Troopers*, since all the enemies are giant bugs which have invaded the planet. Probe have been working to make the animation of the many different species, from tiny drones to huge 'brain bugs', as creepy and insect-like as possible. The early

version we saw was certainly impressive, with the bugs scuttling towards the hapless *Armorine* (male or female varieties) whenever they heard a noise or sensed movement. Different species are also prone to tearing each other to pieces whenever they bump into each other.

The team at Probe have got plenty of time to refine the *Turok 2* engine and we'll update you on this one soon.



War lad

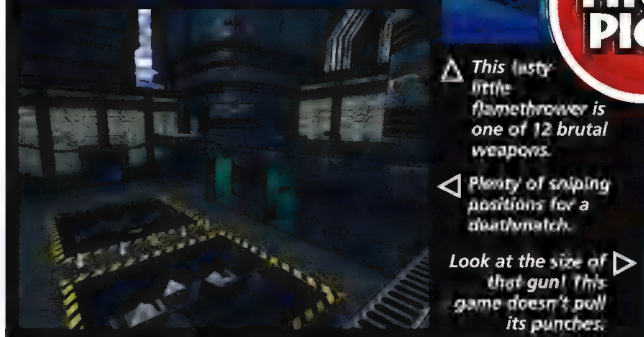
WAR: FINAL ASSAULT					
MIDWAY	128M	1-4	Late '99	Late '99	

With all those nuclear weapons just lying around rusting in the former Soviet republics like so many dust-gathering *Iggy's Reckin' Balls* cartridges, it's only a matter of time before some mad dictator gets his hands on a few leaky ones for some videogame mayhem.

which will be making its way to the N64 towards the end of the year. General Uri Alienov of the Irkutsk Free Republic is the bug-eyed bad guy, and a crack team of four mercenaries is all that stands between him and *Chernobyl 2: Mutation Time!*

Eight levels and a mere 30 minutes of cold-blooded killing are all that will confront the solo gamer, but the game's main focus on both co-op and N64 is the frantic multiplayer mode, with a total of 14 deathmatch arenas. There are 12 gratuitously brutal weapons with which to dismember your friends, and no end of typically American hidden options and features – on the arcade version, the arenas are gradually released over time as the machine ages. It's the *NFL Blitz* of first-person shooters.

And that's exactly what's happened in Atari's brand new co-op first-person shooter *War: Final Assault*,

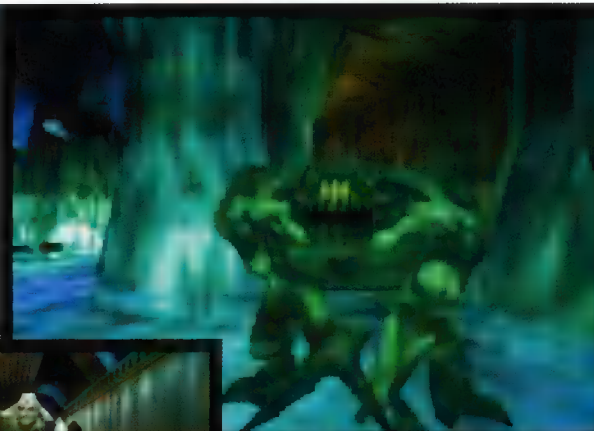


This lanky little flamethrower is one of 12 brutal weapons.

Plenty of sniping positions for a deathmatch.

Look at the size of that gun! This game doesn't pull its punches.





△ This is called a mutant. You probably don't want to get too close to it.

△ The Stroggs. Nasty cyborg alien beasts... With added guns.



▽ Quake II, then – will it be any good? We hope so.

Let them eat Quake



▽ The machine gun – handy in a tight spot. Like this.

QUAKE II				
ACTIVISION/ RASTER	96M	1-4	Easter	Easter

Despite murmurings of an Easter release date, little more has been revealed about our very own version of PC monster-hit *Quake II*. What has been confirmed is the four-player deathmatch, using N64-specific levels. Whether these will be all-new designs, though, or simply cut-down versions of the PC arenas is unclear.

But, we hope it's good. It has to be, really, with the all-conquering *GoldenEye* still ruling the roost as far as friend-on-friend gun-related mayhem is concerned. And, being one of the very best multiplayer experiences available on the PC,

Quake II certainly has the potential to be a cracking slice of social murderousness. In its original form, the balanced selection of weapons – from grenade launchers to chain guns to the landscape-levelling BFG – and spot-on level design combined to rich, tense, bloody effect. Hopefully developers Raster haven't lost sight of what made it good in the first place, and, if they are creating all-new levels, will steer clear of *Turok 2*'s frankly disappointing selection of symmetrical and samey/similar deathmatch arenas. Although, saying that, we can only that pray Q2DM1 – generally acknowledged as *Quake II*'s finest

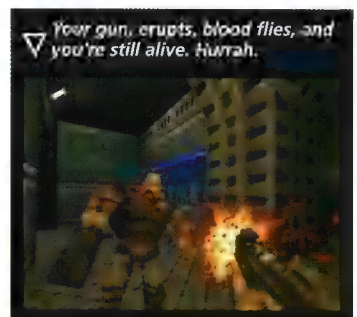
multiplayer level, with narrow corridors, wide open spaces and underwater tunnels – makes it through.

Elsewhere, it seems that the single player game remains unchanged from the PC version, meaning that you'll get a fairly relentless slog through hordes of rotting cyborg enemies, throw a few switches and blow a hole through the occasional wall.

Saying that, though, there are a succession of impressive set-pieces and satisfying little touches, such as the level where you stumble across a prison block. In each cell there's a fellow marine who's been experimented on by the Stroggs (*Quake II*'s baddies), begging for you to kill them. Yoiks. And there's the way dead enemies draw swarms of flies, or get resurrected by alien medics. And the way the machine gun bucks in your hands, requiring you to re-adjust your sights, is great. Good stuff.

And it's looking ace, too, with Raster seemingly having got to grips with the N64's graphic capabilities. Sharp and smooth, from what we've seen so far, *Quake II* looks appreciably similar to the 3DFX PC original, and far, far superior to *Quake*'s muddy, fuzzy N64 appearance.

Should our heavily-disguised spies be successful we'll have a review in the next issue or two. **N**



▽ Your gun, erupts, blood flies, and you're still alive. Huhrah.

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RPG NEWS



FIRST PICS!

Those of you who hanker after some stubble-burning are in for a treat...

Farm-tastic

HARVEST MOON

NATSUME

96M



Summer



Summer/Winter

Natsume, seen last month with the baffling *Legend of the River King*, are all set to bring *Harvest Moon 64* to your Big Grey Box o' Joy. Scheduled for a summer release in the US, word has it that a PAL conversion won't be too far behind, meaning that we could get a-farmin' as early as Autumn. Hopefully.

Harvest Moon is essentially, um, a farming RPG, which doesn't sound particularly exciting. However, those of you lucky enough to have played the Color Game Boy version will know how what sounds like a crashingly dull concept has actually been fashioned into an absorbing slice of gaming joy.

The aim of the game is, ostensibly, to restore your parent's run-down farm to full productive glory: growing and harvesting crops, raising livestock, selling produce, and so on. However, the game is much more than such simple resource management – there's a sprawling gameworld involved that's populated with over 50 characters to

trade and interact with, from such diverse people as the town mayor down to the postman, pharmacist and local neighbourhood urchins. As well as being able to take a part-time job, bet on the greyhounds, go on holiday, get a pet, deal with bad weather and even – *really* – get married (with five differently-personalised potential brides to be found in the game).

Trust us, it's far more entertaining than it sounds. Martin, at the moment, is dividing his Game Boy time between *Link's Awakening DX* and *Harvest Moon DX* – it's that good. And the 64-bit version, although pretty much a graphically enhanced update of the 1997 SNES version, should prove to be time-wastingly engrossing. Do give it a chance, or Wil will no doubt be forced to cast *Meteo*, or whatever it is that he usually warbles on about (*That's it, You're in soooooo much trouble now – Wil*) (*Stop it, both of you – Ed*)

Ahem. Anyway, more news, invariably, as we get it.



The equipment sub-screen, where you select tools.



The horse is an essential bit of kit for farmers.



A fair bit bigger than the Game Boy version. There's a whole town to explore as well.



Check the weather reports.

Lamb chops for tea, methinks. Minky.



There are more than 50 characters in all.



あら、こんにちば。しばらくごちろにいらっしゅもの？



A BUG'S LIFE

ACTIVISION

64M

1

May

Summer

Ant hill mob

Work on the N64 version of Pixar's computer-animated film is well underway at developers Traveller's Tales, and fortunately it isn't just a straight conversion of the disappointing PlayStation version.



The game stars a young ant called Flik, who must defend his ant hill from, of all things, a gang of evil grasshoppers. It's a 3D platform game with 15 levels of giant plants and mazy ant tunnels, with an extra 60 new 'challenges' to distinguish it from the PlayStation original. Flik has the usual range of 3D platform moves, from the long jump to the butt-slam, and he can make use of many of the objects to be found all over the levels. Fruit can be lobbed at the grasshoppers to knock them out, and fluffy dandelion seeds can be used like parachutes to float safely down big

drops. Not that a real ant could ever hurt itself by falling, mind. There's also a liberal sprinkling of garden objects in the outdoor stages, from huge pots to sharp tools. Some of the puzzles involve finding ways to either climb over or get rid of such obstructions, and one of the best means of doing this is to find seeds - plant them near the obstacle and they'll sprout, *Zelda*-style, allowing you to climb over the top.

The mission-based gameplay offers plenty of variety in terms of

the tasks you have to accomplish. Sometimes you'll have to feed the grasshoppers to keep them occupied, other times it's best to avoid them completely. There are other characters hidden away who'll help during the fight to save the ant hill, voiced by the same US sitcom actors who provided the dialogue for the film.

A Bug's Life is out in the States in May, with a UK version following at a slightly later date. **2**



An ear to the ground

Rockstar Games are working on a skateboard sim called *Thrasher: Skate and Destroy*, to be published early next year by Take Two. The game is licensed by Thrasher magazine, a publication which is, apparently, the 'definitive voice of skateboarding worldwide', so expect to see some realistic 1080°-style physics and a wide variety of stunts and tricks on the urban tracks.

Ubi Soft have signed a deal with Warner Bros which will see the animated cartoon series *The Adventures of Batman* come to both N64 and Game Boy next year. No details have been released so far, but if the game turns out to be anything other than a platform beat-'em-up we'd be very surprised indeed.

As with all rumours regarding Rare, take this with a large pinch of salt, but the whisper doing the rounds this month is that the secretive Twycross coders have a version of *GoldenEye* up and running in full 3D. If it's true, it sounds like good news for fighting fans, but we'll wait until an official announcement before we believe it.


Electronic Arts, having outbid THQ for the rights to the WCW wrestling brand name, are currently working on *WCW Mayhem*, due in America in the second half of this year. Hopefully it'll be better than the weedy *WCW Nitro*, reviewed this issue.

Boss Games, the people behind the impressive-looking *World Driver Championship* (formerly *GT World Tour*) have already announced their follow-up racer. *World Race 21* will be a futuristic driving game with the emphasis, funnily enough, on stunts. No further details have been released so far, let alone a release date, but we'll keep you informed.

Following in the footsteps of *Wetrix*, Optimus are reported to be converting their forthcoming PC puzzle game *Waterworld* to the N64 later this year. Other than the watery theme, very little is known about it at the moment. Let's hope it's a bit more user-friendly than *Wetrix*, eh?



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OBEY MY FEET





△ Nice outfit. Rather like James' Saturday night dancing jumpsuit.
▽ That'll be the snowmaker, then.

△ A choice of paths here. We'd say that this is some kind of level select screen.



Lock and lode

LODE RUNNER

INFOGRAMES	64M	1	April	July
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Those of you with longer memories, and slightly more wrinkles, may remember the original *Lode Runner*, a 2D puzzle/platformer thing that required you to manipulate the environment in order to knock your enemies and proceed. It first appeared in 1983, a year of poor haircuts, poor music and even worse politics. It was quite popular, though, and the older members of Team 64 – ie, Wil –

remember it with tears of nostalgia in their eyes.

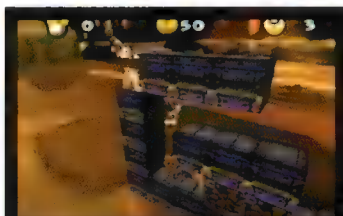
And, in a bid to drag this venerable and ancient slice of software kicking and screaming into the 1990's, *Lode Runner's* due to get the whole refit, being fleshed out in the requisite triple dimensions and sporting a three-piece-suit full of spangly added extras. The 3D aspect of the game, however, isn't 3D in the way that we know it, as seen in *Super Mario 64* or *Zelda*. *Lode Runner* will employ a rather nice-looking 3D environment, but movement through it will depend

on strictly 2D gameplay. Those of you who've had the misfortune to play the risible *Pandemonium* and its sequel on the PlayStation will have an inkling of how that works.

But *Lode Runner* will hopefully be saved from such a fate thanks to an abundance of ideas – the aim of the game is to collect enough gold to progress through the game's 100 levels. To do this, you'll have to overcome obstructions and beat enemies with a puzzle-game approach, such as shooting a hole in the floor so that a pursuing enemy falls through, or bombing tiles so that you're given a momentary path through a maze. A plethora of power-ups will make a premier appearance; robotic drills, hover lifts, shuttle discs and snowmakers are just some of the

objects available to help you through the game.

Developers Big Bang appear to have wanted to create an update of the original, without sacrificing what makes it good for the sake of showing off – such as the *Bomberman 64* travesty, for example. We'll see, hopefully in a month or two, whether they've succeeded.



△ The object is to get from one end to the other. A slightly smaller level, by the looks of it.
▽ The level select hub, from where Mr Runner begins.



△ The game runs in hi res without the aid of the expansion pak.





▽ Porsche! There are stacks of real life - and pleasingly quick - vehicles.

△ Mmm. Backgrounds aren't... great. But, there's plenty of pace.

▽ "Keep your motor running, out on the, er, country back roads. Ahem."



Road-*eo*

Titus, eh? Best known on the N64 for the insultingly average and absurdly-named *Automobili Lamborghini*, the Paris-based developers are going to have to pull a fairly big rabbit out of the hat to convince anyone that *Roadsters '99* is going to be anything more than hum. Fortunately, it appears that Titus have started breeding long-haired hopping mammals and introduced them to millinery - *Roadsters* appears to be a concerted attempt to put right all that was wrong with *Lamborghini*.

Which may explain why they're using the engine from that game, and building on it considerably. Gone is the over-twitchy handling, and in comes some super-smooth swerving and sliding; the pedestrian pace of *Lamborghini* has also been jettisoned, to be replaced with a cheek-flapping sense of speed. And, thankfully, a host of other embellishments, tweaks and

improvements, make *Roadsters* appear a significantly more interesting proposition than its under-achieving older brother.

Almost everything in the game is generally bigger and better than ever before. You'll be able to drive 20 cars, all based on real-life equivalents - including BMWs and Porsches - and, uniquely, you'll also be able to choose a separate pilot for your gleaming four-wheeled beast. This could be just for cosmetic purposes but we're hoping that Titus are actually planning a feature whereby your choice of pilot will have some kind of effect on your driving.

One thing *Roadsters* does have for definite, though, is the blatantly *Gran Turismo*-inspired replay mode which shows your efforts from a variety of camera angles. If *Roadsters* turns out to be RAM pak compatible then you can also expect some very tasty hi-res playbacks of your performance.

ROADSTERS '99

TITUS

96M



Summer



Summer

Elsewhere, there are ten tracks to be raced on - plus a couple of hidden ones (and the usual weather and day/night combinations) all of which are packed with detail, unlike *Lamborghini's* bare courses. There're also two four-player modes. One's the usual straight racing affair, the other's something that Titus are keeping firmly under their hats. What could it be? They're not telling....

But we'll find out. Don't you worry.



△ Looks more than a little like Titus'...
 ▽ ...previous effort, *Lamborghini*. They need to get the handling right, here.



▽ Sauty tilly in fast car. How exciting, shaps.

Intro sequence spectacular!
 ▽ Headlights are gull!



日本製

Eat dirt, fat boy

And *Smash Bros* kicks some ass too.

Japan is in a fighting mood this month, which is a bit surprising, really. Fighting isn't something the Japanese do very well, for one reason or another – maybe it's lack of practice, or because Japan is quite small; put 'Japan and fighting' in an Internet search engine, and top of the results list is a Sega Saturn website.

Nevertheless, Japan is in pretty martial spirits just now and the reason is twofold. First, a new champion has burst onto the scene in the world of Sumo. Not literally burst, you understand, because that would make a fearful mess of things, but,

▽ *Smash Bros on display outside Japanese gaming establishments...*



thankfully, in a more metaphorical sense. Secondly, the N64 fighting game *Smash Bros* is not simply out, but sold out, on account of it being a most excellent, innovative, beat-'em-up.

Both events were really big shocks. For Chiyotaikai, it was a shock because, in sumo terms, he's still a youngster. He wasn't really supposed to have beaten up the bigger boys and nicked their trophies, but by doing so he managed to enthrall the whole nation.

And the arrival of Nintendo's *Smash Bros*? Well, everyone here in Japan thought that NCL had gone back to making playing cards. When the cartridge turned up, gamers all over the country mistook it for just a very fat picture card and were trying to whack it down onto the poker table to trump the flush. Or something. No, all right, I'm kidding, but if you lived here you'd know how long it was since a decent game has come out for our beloved console.

...for many it was the only way to play the sell-out game.



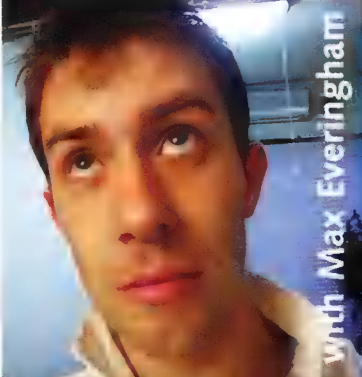
△ *Japan's new sumo champion – the young, fresh-faced Chiyotaikai.*

Unless you're still a minor, in which case you probably weren't even born then. So, hurrah for Chiyo, hurrah for *Smash Bros* and thrice hurrah because life is good.

The only thing that could top this is if Bottom Up were to put Chiyotaikai in their forthcoming



sequel to *O-Sumo 64*, thereby combining Japan's two latest triumphs, completing the circle and making me a very happy man indeed.



with Max Everingham

MADE IN JAPAN

We're a bit scared of our man in Japan this month – he's spent far too much time watching sumo-wrestling. And eating toasted sandwiches.

Swallowing Pikachu whole

Just like sand on a beach holiday, Pikachu gets everywhere – the latest invasion into Japanese homes is in edible form. Would you believe? For only a couple of



thousand yen, this handy Pokémon toasted sandwich-maker can be yours to wow your friends. The late la capture the missus' heart on Valentine's Day, sadly, but still, with a little yellow monster to tuck up beside you, breakfast in bed will never be the same again.

Super bowling

If *Milo's Astro Lanes* was just too glitzy for you regular bowling types, take a look at the forthcoming 'straightish'

bowling title from Athena. Out in Japan at the end of March, *Super Bowling* allows up to four players to recreate that Friday night feeling with absolutely normal, everyday bowling balls, lanes and characters. There... Isn't that better? Er, except there seems to be something about the



N64 that encourages a wacky slant on games; you can also play on eight other less traditional types of lane, (including the requisite ice one). There's also an even stranger playing mode called 'Golf Bowling', with changed rules and a different way of looking at them pins (have a look at the picture).

Whenever, wherever,
reach for the SUN.



VITAMINS
A-B1&6-C
**Sunny
Delight**

Planet 64 Information Station is your one-stop spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

chart updates • release list
most wanted • most played

GAME Top 10 Official UK N64 chart

	1 The Legend of Zelda Nintendo • ACT Released: 12/98 Last month's chart position - 2 Issue 24 98%		6 1080° Snowboarding Midway Released: 10/98 Last month's chart position - 4 Issue 21 89%
	2 Star Wars: Rogue Squadron LucasArts/Nintendo Released: 2/99 Last month's chart position - 1 Issue 25 85%		7 Gex 64 GT Interactive Released: 3/99 New entry Issue 21 59%
	3 WCW/NWO Revenge THQ Released: 12/98 Last month's chart position - 8 Issue 22 75%		8 Mario Kart 64 Nintendo Released: 7/97 Last month's chart position - 7 Issue 4 91%
	4 Turok 2: Seeds of Evil Acclaim Released: 12/98 Last month's chart position - 3 Issue 21 95%		9 Wipeout 64 Midway Released: 1/99 New entry Issue 23 88%
	5 Virtual Pool Aragway Released: 1/99 New entry Issue 26 77%		10 Banjo-Kazooie Rare/Nintendo Released: 7/98 Last month's chart position - 9 Issue 18 92%
Top 5 Import chart		3 Castlevania Konami • ACT Issue 26 - 81%	
1 Smash Bros Nintendo • ACT Issue 26 - 90%	2 The Legend of Zelda 64 Nintendo • RPG/ACT Issue 24 - 97%	4 Mario Party Nintendo • TAB Issue 27 - 85%	5 Rogue Squadron Nintendo • ACT Issue 25 - 88%

GAME

£5 OFF ANY TOP 10 GAME!
VOUCHER (see the chart above)

Subject to the terms and conditions listed below:
 1. This voucher is only valid at UK branches of GAME.
 2. Valid against any one product listed in the Top 10 chart above.
 3. This voucher is not exchangeable for cash and is non-recoverable.
 4. This voucher cannot be used in conjunction with any other offer or against "sale" items.
 5. This voucher is valid from 22 March 1999 to 20 April 1999.

VALID FROM 22 MARCH TO 20 APRIL 1999

N64 5 Most played

1 Mario Party Nintendo • TAB Issue 27 • 85%	2 Monaco GP Ubi Soft Issue 27 • 87%	3 Snowboard Kids 2 Atlus Issue 27 • TBA	4 Smash Bros Nintendo • FGT Issue 26 • 90%	5 Zelda 64 Nintendo • ACT/RPG Issue 24 • 98%
---	---	---	--	--

5 Most wanted

1 Perfect Dark Rare/Nintendo • ACT UK: Late '99 USA: Late '99	2 Shadowman Acclaim • ACT UK: May USA: May	3 Hybrid Heaven Konami • ACT/RPG JPN: April UK: May	4 Jet Force Gemini Rare/Nintendo • ACT UK: April USA: April	5 Banjo-Tooie Rare/Nintendo • ACT UK: TBA USA: TBA
--	---	--	--	---

5 Most played

1 Legend of Zelda N64 Issue 25 98%	2 Turok 2 N64 Issue 21 95%	3 Banjo-Kazooie N64 Issue 18 92%	4 F-Zero X N64 Issue 22 91%	5 Star Wars: Rogue Squadron N64 Issue 25 85%
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5 Most wanted

1 Perfect Dark UK: August USA: August	2 Hybrid Heaven UK: Summer USA: Summer	3 Smash Bros UK: TBA USA: TBA	4 Jet Force Gemini UK: March USA: March	5 Shadowman UK: May USA: May
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ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
April			
Castlevania 64	Konami	ACT	UK
Camelot 2	Interplay	ACT	UK
Duke Nukem: Zero Hour	GT	ACT	US/UK
Fighting Force	Crave	FGT	US
Michael Owen's Soccer '99	Eidos	SPT	UK
Rayman 2	Ubi Soft	ACT	US
Redneck Rampage	Titus	RAC	UK
Shadowgate 64	Kemco	RPG	US
Supaman	Titus	ACT	UK
Tomb Raider: The Last Revelation	Ubi Soft	ACT	US/UK
Vigilante 8	Activision	ACT	US
WWF Attitude	Acclaim	ACT	US/UK
May			
Goemon's Great Adventure	Konami	ACT	US
Hybrid Heaven	Konami	ACT	UK
Quake II	Activision	SHT	UK
June			
Jet Force Gemini	Rare	ACT	UK
Shadowman	Acclaim	ACT	US/UK
The Sims: House Party	LucasArts	RAC	US/UK
1999/TBA			
3Sixty	Cryo	RAC	UK/US
1080° Snowboarding 2	Nintendo	RAC	US
40 Winks	GT	ACT	UK
Aeon Flux	GT	ACT	US
All Star Baseball 2000	Acclaim	SPT	US
AnimaNiacs Ten Pin Alley	ASC Games	ACT	US
Armorines	Acclaim	ACT	US/UK
Army Men: Sarge's Heroes	3DO	ACT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Asteroids	Crave	ACT	US
Attack!	Midway	ACT	US
Battlezone	Crave	ACT	US
Blues Brothers 2000	Rare	ACT	US/UK
California Speed	Titus	ACT	UK
California Speed	Midway	RAC	US
Charlie Blast's Territory	Kemco	PUZ	US
Command and Conquer	EA	STG	US
Daikatana	Ion Storm	SHT	US
Demolition Derby	Psygnosis	RAC	UK
DeathKaz	GT Interactive	RAC	US
Donkey Kong 64	Rare	ACT	US/UK
Dragonborn	TBA	RPG	US/UK
Duke: Deadly Sin	Infogrames	ACT	US/UK

Game name	Publisher	Type	Country
Earthworm Jim 3D	Interplay	ACT	UK
Exhumed 64	Crave	SHT	US
Extreme Sports	Eidos	SPT	UK
F-18 Super Hornet	Titus	SIM	UK
Flights of the UN	Video Sys.	SHT	JPN
Half Life	Sierra	SHT	US
Harrier Strike Force	Video System	SIM	US
Harvest Moon 64	Natsume	RPG	US
Hercules: Legendary Journeys	Titus	ACT	US
Hydro Thunder	Midway	RAC	US
Hyper: The Time Quest	Ubi Soft	ACT	UK
In Fisherman Bass Hunter 64	Take 2	SPT	US
Gauntlet Legends	GT	ACT	US/UK
GeX: Exotic Cover Girls	GT	RAC	UK
Jet World Tour	Boss Games	RAC	UK
Jest	Infogrames	ACT	UK
Jeff Gordon Racing	ASC Games	RAC	US
Jikkyou Golf Tournament '98	Konami	SPT	JPN
Jungle Bots	Titus	ACT	US
Jungle Emperor Leo	Nintendo	RPG	JPN
Ken Griffey Jr Baseball 2	Nintendo	SPT	US
Legion X	Hudson	ACT	JPN
Lemmings 64	Infogrames	ACT	UK
Lemony Toons: Fruit Race	Infogrames	RAC	US/UK
Madden 2000	EA	SPT	US
Magic Flute	Sunsoft	ACT	JPN
Mario Golf	Nintendo	SPT	JPN
Mission: Impossible 2	Infogrames	ACT	UK
Monster Truck Madness	Rockstar	RAC	US
Montezuma's Return	TBA	PLT	US
Mortal Kombat: Special Forces	GT	ACT	US
Mother 3	Nintendo	RPG	JPN
Mud Monsters 4x4	Take 2	RAC	UK
Need for Speed 64	EA	RAC	US
Neon Genesis Evangelion	Bandai	FGT	JPN
NFL Blitz 2000	Midway	SPT	US
NFL Quarterback Club 2000	Acclaim	SPT	US
NHL Blades of Steel 2	Konami	SPT	US/UK
NomenQuest	T•HQ	RPG	US
Nuclear Strike	T•HQ	SHT	US
O.D.T.	Psygnosis	RPG	UK
Onegai Monsters	Bottom Up	-	JPN
Perfect Day	Rare	SHT	US/UK
Picture Maker 64DD	Nintendo	ETC	JPN
Pokemon Snap	Nintendo	ETC	JPN
Polygon Maker 64DD	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Powerful League Soccer	EA	SPT	UK

Game name	Publisher	Type	Country
Rampage Six	Red Storm	ACT	UK
Rampage Universal	Midway	ACT	US
Rat Attack	Mindscape	ACT	UK
Ready to Rumble	Midway	SPT	US
Resident Evil 64	Capcom	ACT	JPN
Rev Limit	Seta	RAC	JPN
Re-Volt	Acclaim	RAC	UK
Road Rash 64	T•HQ	RAC	US
Robotech: Crystal Defenders	Capcom	ACT	US/UK
Rugrats Soccer	Infogrames	SPT	UK
Rugrats	T•HQ	ACT	US
Shadowgate Rising	Kemco	RPG	US
Shadowman 2	Acclaim	ACT	UK/US
Snowboard Kids 2	Atlus	RAC	UK
Spiderman	Activision	ACT	US
Spooky	ICE	ACT	US/UK
StarCraft	Nintendo	SLG	US
Star Wars: The Phantom Menace	Nintendo	ACT	US
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario RPG 2	Nintendo	RPG	ALL
Tarzanian Wars	Infogrames	ACT	UK
Thornado	Factor 5	SHT	US
Top Gun: Rally 64DD	Kemco	RAC	ALL
Top Gun: The First and Earl	GT	ACT	UK/US
Triple Play 2000	EA	SPT	US
Turok 3	Acclaim	ACT	UK/US
Twelve Tales: Castle 64	Nintendo	ACT	UK/US
Unreal	GT	SHT	US
Velocity	Acclaim	RAC	US
War: Final Assault	Midway	ACT	US
WCW Game	EA	ACT	US
Wild Metal Country	DMA	ACT	UK
Winback	Koei	ACT	JPN
Worms 2	Team 17	PUZ	UK
Xena: Warrior Princess	Titus	ACT	US
X-Men	Activision	ACT	US
Zool	Imagineer	RPG	JPN

*working title only

KEY			
ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

VOTE!

PLANET 64 INFORMATION station *Top 5 vote n' draw*

There's only one way we can keep track of your gaming needs - and that's if you tell us! Just fill out the form and send it in! Yes! And as if you needed any more encouragement, each month we'll be pulling all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.



My five most played games are:	My five most wanted games are:

Name:

Address:

Postcode:

Game wanted:

cut and send

THE DEX FILES

SPECIAL INVESTIGATION

Fed up with dodgy controller paks? Not enough space to save your game? Introducing the infinite memory card...

How many times have you switched on your favourite game, hoping to continue where you left off, only to be greeted with the dreaded "controller pak damaged" message? If you've ever played *Turok 2*, *ISS64*, *Snowboard Kids*, *WWF Warzone* or a whole host of others with a third-party controller pak, chances are it will have been a fairly regular occurrence.

In our experience the only consistently reliable pak is the official Nintendo version. Goes without saying, really. Unfortunately it's also the smallest and most expensive, so if you want to keep your *ISS '98* teams and save your place in *Turok 2* you'll have to splash out another £15. And if you then want to start a Superbowl challenge in

Quarterback Club 99, you'll have to break open the piggy bank once more. The same goes for *Snowboard Kids*, *NBA Courtside*, *Mario Kart*, and all the other games that use up the best part of an entire controller pak for one save. If only someone could figure out a

reliable way to 'back up' an official pak...

Enter InterAct with the strangely monikered DexDrive. Plug it into the serial

port of a Windows PC, install the software that comes with it, and you can turn your computer's hard drive into an effectively unlimited archive for all your N64 controller pak saves. Plugging a controller pak into the dinky little DexDrive unit brings up an on-screen menu showing all of the saves currently residing on it. Copy them into a folder on the PC, click on the 'reformat' button, and you've emptied the pak's memory without losing any of your precious data.

In fact we'd go as far as to say that a PC makes a considerably better repository for game saves than a controller pak. You can add notes and comments to each file, so you know exactly what each one does - different *Mario Kart* course ghosts, for example. Filling your empty controller pak with a fresh save only takes a few seconds, and you can mix and match different save files, or copy one pak to another.

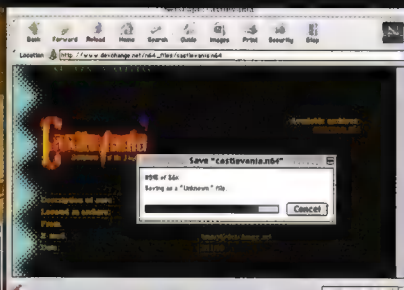
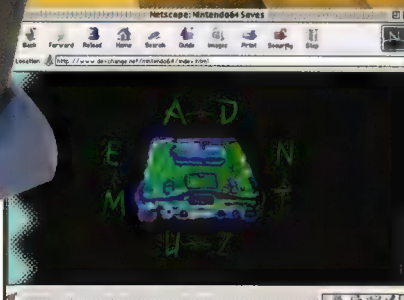
Best of all though, the save files can be sent to anyone else with a PC and a DexDrive, anywhere in the world in a matter of seconds. Even if you don't know anyone else with the right gear, InterAct certainly do, and their website at www.dexchange.net is where DexDrive users meet to swap save files.



As easy as 1-2-3 (4-5)

Step 1

Log on to www.dexchange.net and go to the N64 downloads page. Select the game you want to cheat at from the ones available on the list.



Step 2

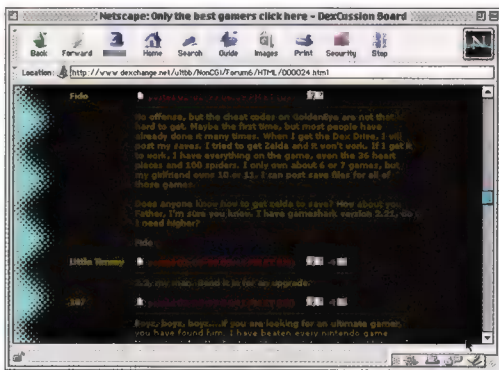
All the information you need is here, including exactly where the saved game will take you and what it contains. Downloading a save takes just a couple of seconds.

Dexscape

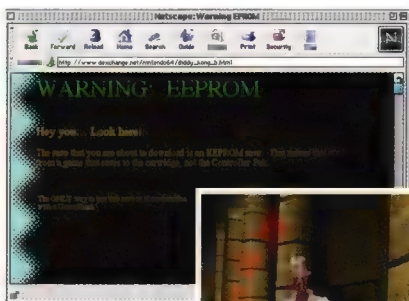
So Internet gaming has come to the N64 somewhat ahead of schedule. Or at least, a sort of Internet gaming. By swapping saved games with people over the net you could, for example, compete against the *Mario Kart* ghost of the Mexican national Royal Raceway champion. Or you could take on the weirdest creations of the Alaskan *WWF Warzone* Appreciation Society.

Why bother? Well it's a big world out there, and wouldn't you like to know just how close to being truly The Best you really are. Some kind of international league competition in any game would let you know where you stand and just how much practice you need to catch up.

The only meeting place for Internet N64 gamers we've found so far is on dexchange.net's discussion board, which is worth a look if only to sample life on the dark side of the gene pool (America). Decipher their strange Yankee abuse of the Queen's English and you might just find a few e-mail "homies" to swap "dope saves" and "fly ghosts" with, bro. Yo.



On-cart saves



Many new games these days, including all of Nintendo's in-house titles, don't use the controller pak at all, opting instead to use a more reliable built in memory chip such as an EEPROM. Luckily the DexDrive can cope with this in conjunction with the Game Shark device (Action Replay over here), which allows you to hack into a cartridge's memory and download it onto a controller pak.

Consequently, games such as *Diddy Kong Racing* and *Lylat Wars* aren't quite as tamper-proof as they used to be. Can't get all the cheats in

Can't get all the cheats? DexDrive combines with Game Shark to make it simple.



GoldenEye? There's a DexDrive save just for you. Missing the last couple of gold medals in *Pilotwings*? Now you can cheat like you've never cheated before.

Support

If games companies decide to get in on the act, we'll be seeing a lot more than just game saves and cheats flying around the Internet. EA Sports have already decided to produce Dex files with extra teams and track data for some of their top-selling titles, and Acclaim are looking into the possibility of releasing limited edition customised wrestlers for their *WWF* games.

If the DexDrive really takes off it's inevitable that one developer or another will include a more advanced form of Dex compatibility. As soon as



interest in a game begins to wane and sales drop off, the publisher could post game saves on their website to unlock extra features. It all depends on how many PC-owning N64 gamers are prepared to splash out on the necessary hardware.

You'll only ever need one controller pak.



IMPORTING

The only way to get your hands on a DexDrive at the moment, at least until importers in this country start shipping them over in bulk, is to buy one directly from the States. Be careful though, because there are certain hidden costs to look out for. The retail price of the thing is a mere \$40 (around £25), but once delivery and import tax are taken into account the final total is likely to be pushing the £50 mark. The easiest way to buy is on the Internet with a credit card. Check out www.ebworld.com

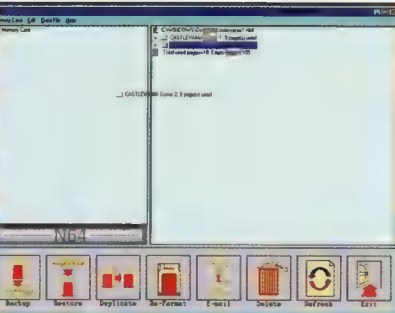
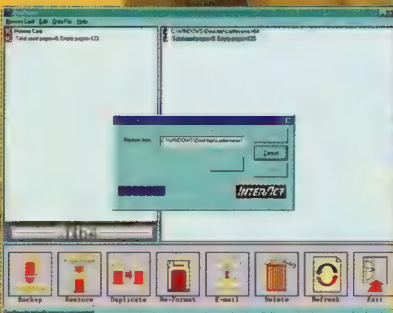
CLONING

No sooner had the DexDrive proved to be a success in the States than the first Dex-alikes were announced from other manufacturers, including the multi-purpose Xploder from X-Gear and a Dex-compatible device from Mad Catz. We'll certainly see at least one of them in the UK, assuming InterAct's lawyers fail to prevent their release. The Xploder sounds like the most interesting one, since it includes a built-in Action Replay-style device as a bonus.



Step 3

Plug a controller pak into the DexDrive, load up the Dexplorer software (PC only at the moment) and peruse the on-screen menus.

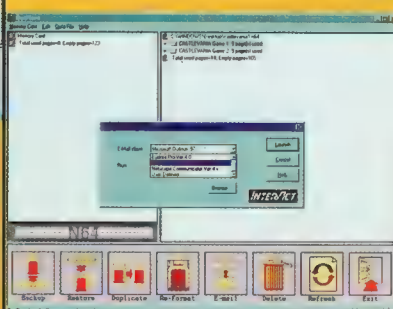


Step 4

Copying the save you want to use is as easy as dragging the file from the right hand window into the left. The saves are even annotated so you can tell them apart easily.

Step 5

That's all there is to it. Simple. And you can use the same program to copy your own save files off your controller pak and e-mail them around the world.



Are you the best multiplayer gamer in the country?

THE GREAT MULTIPLAYER EXTRAVAGANZA

Do you reckon you've got what it takes to challenge Team 64 to a game of *Mario Kart*? Think you've got a steadier aim than Jes when it comes to putting an arrow right through Tim's head in *Turok 2*? Are you luckier than Martin with the old lightnings in *Mario Kart*? If you think you're up to it, we've got a challenge for you.

We want to find the canniest karter, the slickest powerslider, and the finest marksman in the country. And we're so confident that our lunchtimes spent huddled round the office TV haven't been misspent that we're willing to take you on ourselves. Oh yes we are.

So how do you prove your multiplayer prowess? Well, that's where our challenges come in. Pick your favourite ones, get practising, and you could be among the 20 N64 readers who will be invited to compete for an engraved N64 trophy in London's Virgin Megastore – the biggest entertainment store in the world! Fact!



THE CHALLENGES

challenges as you like. They're easy to learn but hard to master, and the closing date for entries isn't until May 24th, so you've got plenty of time to brush up on your skills. Follow our tips, devise your own strategies, beat the

Attempt as many or as few of the following

target scores using your own unique playing style, but don't forget – no Action Replay codes or cheats other than the specific ones allowed for the *Turok 2* and *GoldenEye* challenges (which have changed ever so slightly this month).

The top five gamers in each category (that's 20 of you all together) will be invited along to Oxford Street's famed Virgin Megastore to do battle with each other and, of course, with us. To the death. There can be only one.

UPDATE!

TUROK 2

Challenge

Complete Level 1, The Port of Adia, in the quickest possible time. Cheats allowed!

Time to beat

30 minutes

How?

Enter 'deliveredtoyoursthand' in the cheat screen to switch on invincibility, all weapons and infinite ammo. You can try it without the cheats if you want, but you won't win unless you're a genuine *Turok 2* god. Start a new game and zip through the first level as fast as fast could be. Apologies to all those who have been trying it on level 3. This is the last change we'll make.

Top tip

• Fun as it may be to rip large holes in the evil Endrials, the key to victory is not to waste any time shooting anything that isn't directly in your path. The only time you absolutely have to kill things is in the Flesh Portal at the end.

Proof

Photo or video of the stats screen that appears when you finish the first level, showing the time you took to complete it.

MARIO KART

Challenge

Best time for Bowser's Castle.

Time to beat

2:05:00

How?

Bowser's Castle is one of the trickiest and best courses in the game. Every corner is a right angle, calling for total mastery of the turbo turn. And then there are the shortcuts: the narrow bridge and the spiral tower to contend with.

Top tip

- The best place to use your mushroom boost is across the big stretch of grass in the castle courtyard.
- Use the power of the Secret Corner Turbo around every single bend!
- Hop to regain your racing line if you skid too much at the start of the long bridge.

Proof

A photo or video of your records screen.

UPDATE!

GOLDENEYE 007

Challenge

Highest accuracy on Munko 2. Must kill at least 60 guards. All weapons and infinite ammo allowed.

Score to beat

250%

How?

Once you discover the delights of the automatic shotgun, you open up a whole world of killing accuracy scores. The shotgun fires five pellets for each single pull of the trigger, so a theoretical maximum of 500% is possible. And in the unlikely event that you manage to use the magazine to fire up six or more guards with every shot, there's no limit to your maximum accuracy. Get shing!

Top tip

- If a guard does the old 'kow painful death' routine, you're laughing – stand over him and enjoy as many shots as you can into his body before he vanishes. They all count.
- Use the last video camera (in the control room) to set all the alarm off.
- And apologies for not mentioning this last time, but you must escape alive. And you definitely cannot shoot one person with the shotgun, and 59 more with a rocket launcher. That's cheating. Complete that mission without any explosives!

Proof

We want to see a video of your entire performance, as it's the only way to prove that the ammo and weapon cheats are the only ones used. Mark your score on the video label.

F-ZERO X

Challenge

Best time for Devil's Forest 2.

Time to beat

1:40:00

How?

If you haven't given Devil's Forest 2 a good going over in Time Attack mode yet, now's the time to start. The rippled surface of the track is a real killer if you take it too quickly, and by the time you reach the last corner you'll be down to your last dregs of energy. At least, you will be if you've made the most of your turbo on the smooth bends. A frighteningly challenging course.

Top tip

- Don't use your boost too close to a speed-up arrow – it's a waste of energy.
- Set your craft for slightly more grip than you would normally use in a time trial, to help prevent you flying off the track.
- Dip the nose down every time you catch some air – it's as good as a boost!

Proof

A photo or video of your records screen will do fine.

Send your photos and videos to:

Multi Towers,
N64 Magazine, 30 Monmouth Street, Bath BA1 2BW

Rules

- You can enter as many of the challenges as you like, as many times as you like.
- Only PAL games are acceptable. No import machines.
- Entries must be accompanied by the appropriate evidence.
- THE CLOSING DATE HAS CHANGED! It's the 24th May. All entries to be in by then.
- Open to UK residents only. Sorry.
- The editor's decision is final.



N64

presents



planet

THE BIG REVIEWS THIS ISSUE!



HARVEST MOON

page 40

The only farming sim you'll ever need!



WARIO LAND 2

page 41

He's ugly, he's fat, he wears a yellow hat!

The future's bright... The future's handheld

GET CONNECTED



S AND TIPS FOR YOUR GAME BOY, POCKET, CAMERA AND PRINTER



PLUS!



ZELDA

Where to find all the hidden photographs!



KIRBY

Hot retro action with the fat pink one



planet GAME BOY CONTENTS

Welcome to Planet Game Boy

You can always rely on Nintendo to come up with the goods. Like a particularly nice grandparent, or your Mum before you start swearing at her. And, with their brilliant N64-to-Game Boy compatibility on games like *Pokémon Stadium* – a game that's pencilled in for a UK release later on in the year – they've gone and done it again. And there's more where that came from.

See the future of the Game Boy, and especially the fantastic Color version, has already been mapped out by Nintendo – and, increasingly, it's involving the N64. So, whilst *Perfect Dark* weapon selection and *Zelda 64* puzzle-solving on your Game Boy is, at the moment, pure speculation, it's exciting speculation all the same. And with some basis in truth. Find out why over the page, as Martin takes you on a tour of GB/N64 compatibility.

There's even more compatibility in the offing, with our tremendous *Zelda DX* guide, this month – especially if you've got a Game Boy printer. Oh, and to cap it all off in style, we've got two five star-rated Nintendo games in Planet Review. Geesh. It doesn't get much better than that, does it?

See you next month!

Tim Weaver, Editor

planet **GAME BOY**

Planet Game Boy, 30 Monmouth Street, Bath, BA1 2BW.

Issue 2, April 1999

Editor: Tim Weaver

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GET CONNECTED!

Nintendo have got an unusual and exciting future planned for the ageless handheld...



PAGE 38

REVIEWS

Recommended choices for whiling away those tedious train journeys...

PAGE 40



HARVEST MOON

100% organic RPG action. Utterly essential.

HEXCITE

Brain-hurting puzzle thing.

NFL BLITZ

Avoid it like the plague! We tell you exactly why.

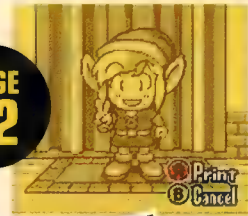
WARIO LAND 2

Original, compulsive and unmistakably Wario.

PLANET GUIDE

Where to find every photo opportunity in Nintendo's pocket-sized masterpiece.

PAGE 42



NEXT MONTH GAME BOY GALLERY



Next month we'll bring you the first instalment of Game Boy Gallery – your chance to show the world your most hideous Game Boy Camera creations. Mutilate your own mugshot, or just be downright insulting to your friends and family, send us the results, and we'll publish them right here. Instant notoriety, and a brand new Game Boy Color for the sender of the best one.

Send your pictures to: Game Boy Gallery, Planet Game Boy, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.

HIGH SCORES

Arriving just too late to make it into this compact and bijou edition, we'll print the best of the high scores we've received next month. Suggested games are *Tetris DX*, *Game & Watch Gallery* and *Pokémon*, but anything goes. Sickeningly good super-score to beat this month:

Tetris DX 40 Lines – 3'06", from Helen Stuthridge, New Brighton.

Send your high scores to: Planet Guide, Planet Game Boy, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.

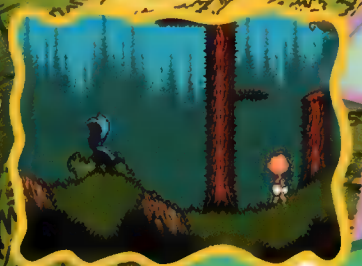
An adventure for anyone who's ever worn nappies.



OUT
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NICKELODEON
PRESENTS

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Official Nintendo Magazine Jan. 99

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GAME BOY

GAME BOY
COLOR



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GET CONNN

The GB Pak is certain to be used for far more than just *Pocket Monsters Stadium*. And there are mysterious 'other' ways in which your Game Boy and N64 can become two halves of the same system. But what kind of games will use these features?



The big screen

One particularly interesting feature of the GB Color, which games companies have yet to take advantage of, is its little-known ability to interface directly with the N64 via the controller sockets. Nintendo demonstrated the necessary hardware to a select group of developers almost a year ago, and that was the last we heard of it, but it sounds like too good an

opportunity to be consigned to development limbo. Apparently it's possible to connect up to four Game Boys to one N64, with the N64 being used to provide all the on-screen sounds and pictures, and the little GBs being used for... What exactly? Well that's the big question. If Nintendo have any firm plans, they're keeping typically quiet about them.



◀ Pocket Monsters will play a big part in the future of both the N64 and the GB. Pictured is the first team of trainers.



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Well that's the big question. If Nintendo have any firm plans, they're keeping typically quiet about them.

But if we were to hazard a guess, we'd say that something along the lines of Shigeru Miyamoto's 64DD project *Cabbage* (which we reported on in N64/11) wouldn't be out of the question. *Cabbage* was originally intended to be a virtual pet living inside your 64DD, with the add-on's internal clock used to make it age, but with the DD's future uncertain, the Game Boy could perform much the same function (like the helpful sprites in *Harvest Moon*). The N64

could be used to perform all the usual virtual pet daycare functions, such as feeding and poop scooping, with the GB looking after the digital devil while it's asleep.

And then there are the multiplayer possibilities. An ordinary N64 cart can support a four player game, but what happens when all four players aren't together? That's where the GB could come in, providing everyone with an opportunity to continue building up their team or character (or whatever)



only *Pocket Monsters* actually works with it.

With a *Pocket Monsters* cart docked snugly underneath your N64 controller, your hard-earned creatures can be downloaded into the N64 and viewed in all their 3D glory. Sadly you can only actually use around 40 of them in fights, as the rest haven't actually been given any frames of animation. Somewhat shoddy by Nintendo's standards, but even the prospect of seeing less than a third of the *Pocket Monsters* grimoire was enough to propel *Stadium* to the top of the charts in Japan.

The GB Pak

The first piece of N64/GB connectivity comes courtesy of the GB Pak bundled with *Pocket Monsters Stadium* in Japan. This chunky lump of translucent plastic slots into the bottom of the controller, and has a port on the underside into which you can plug a Game Boy cartridge. Any Game Boy cartridge, as it happens, but so far



◀ Pocket Monsters Green as seen via the magic of the GB Pak.

EXPECTED



Interestingly enough, one of the options in *Stadium* lets you continue your GB *Pocket Monsters* quest via the N64. The GB Pak doesn't actually include an on-board emulator, so the code to do this must be written into the *Stadium* cart somewhere, which leads us to speculate that Nintendo must at least be leaving their options open for an N64 GB emulator somewhere down the line. The SNES has had two very successful versions of the Super Game Boy adaptor, and all that would be needed for a similar



△ The transition from one system is quite amazing.

device on the N64 would be a GB Pak and a standard cartridge with the necessary code on it.

Kind of spoils the Game Boy's portability, though. What the GB Pak was actually designed for was to allow N64 games to communicate with GB ones and exchange data. One of Shig's original ideas for *Cabbage* (see The Big Screen) was that you'd be able to go to a real shop and buy virtual toys such as slides and swings, download them onto a GB cart, and upload them into the full *Cabbage* game when you get home.

The future...?

So when are we going to start seeing this new breed of link-up game? It isn't easy to predict, but all it's going to take is one developer brave enough to take a chance and prove that something a little bit adventurous could actually work. Naturally, our money's on Nintendo themselves, especially since *Pocket Monsters Stadium* has been confirmed for a US release later this year.

And the rest? Personal Digital Assistant devices are all the rage in Japan, and the Game Boy is considerably more powerful than either Sony or Sega's new PDAs... Watch this space.

Your views

Last month we asked what you wanted to see from the next generation of Game Boy titles, and with N64 interfacing in mind, we've rounded up a few of the most plausible.

"I think it would be a good idea if Nintendo used the Game Boy as a kind of advanced controller pak for *Mario 2* so you could save your game on it and carry on playing a cut down version any time you want. It would be like *Super Mario Land 2*. You could even play it during lessons." J Wilcox, Hull



"Following on from what you said about downloading weapons from *Perfect Dark*, Rare should make a special Game Boy cartridge where you can actually customise the weapons. You could have a certain amount of points to spend on things like power and range, which vary according to how far you got in the main game, and you could use the weapons you created in the multiplayer game." Anthony Simpson, Basingstoke

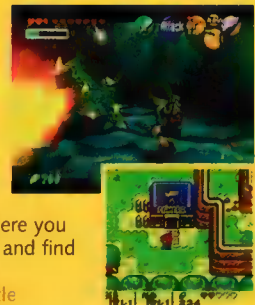
"I found I just didn't have the time to get all the cheats in *GoldenEye*, so maybe Rare could put certain cheats on a Game Boy version of *Perfect Dark* so you could try to get the really difficult ones while you're at work." Samantha Tilly, via e-mail



"What I want is a proper RPG sequel to *Pokémon* that comes as a two cartridge set for the N64 and Game Boy. There'd be exactly the same game on each one except the N64 version would have brilliant graphics like *Zelda* and the Game Boy version would be portable. Whenever you save your game in either one you can link the cartridges up with the GB Pak to synchronise them so you could choose exactly what version you want to play: The N64 version when you're relaxing in front of the telly, or the Game Boy one when you're on the move." Simon Stockton, Chester

Simon Stockton, Chester

"A sequel to *Zelda 64* with certain puzzles you could download onto the Game Boy when you got stuck in a dungeon. Obviously you couldn't do the 3D graphics or anything but you could have the kind of puzzles where you have to push blocks around and find keys." Damien Anderson, Newcastle



Damien Anderson, Newcastle

"A create player feature for *WWF Warzone* would be brilliant on the Game Boy. Going one step further it could be something like *Pokémon*, where different carts have different characters or attributes. For example your cart could have a really strong wrestler on it, your mate's could have a character who's really quick, and someone else's could have Hulk Hogan's face or something (*Hulk Hogan's in the WCW, actually - Wrestling Ed*). The only way you'd be able to get them all would be by trading with everyone." Mark Atkins, Coventry

Mark Atkins, Coventry

REVIEW

Five Star Scoring

A simply fantastic game, and an essential purchase.



Well worth a look, but it is an excellent title.



Some problems, but almost certainly good fun.



Mixed. Probably not worth bothering with.



Utterly lamentable. Avoid like the plague.



Brush your cow everyday with



HARVEST MOON

From: Nintendo Price: £20 Save: On-cart Link-up: Yes Colour: Yes Out: Now

Yes, it's been on sale for a while now, but we didn't have space to feature it last month, and no round-up of today's GB software would be complete without a bit of *Harvest Moon*.

It's a farming RPG of the highest order. You begin as a young boy or girl, with an inherited ranch, a small stash of money, and the daunting task of returning the dilapidated

farmstead to its former glory. Initially, all you can do is clear away rocks and stumps, plough the land, and plant seeds. The crops you grow will eventually pay for chickens, cows, and farm equipment, and after a year your efforts will be judged by the harvest gods.

It's a bit laborious to start with, as you have to do a lot of fetching and carrying, but once you've earned such technological marvels as the sprinkler and the saddlebags, enabling you to practise some intensive agriculture, the money starts rolling in. There's a sequence of preset events, such as festivals and disasters, and things certainly hot up in the second year... But we won't spoil the surprise.



If it all sounds too much like hard work you can let the little harvest goblins take care of the ranch while your GB is switched off, but we wouldn't advise it – they only tend to mess things up, and besides, you really wouldn't want to miss a single thing.



It has been warm everyday.



Warning: Some items require... (unreadable)



Warning: Some items require... (unreadable)

HEXCITE

From: Ubisoft Price: £20 Save: On-cart Link-up: Yes Colour: Yes Out: Now

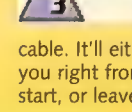
A puzzle game that has nothing to do with *Tetris* or *Puyo Puyo* is something of a rarity. *Hexcite* resembles a cross between a jigsaw puzzle and solitaire, except it's played against an opponent.

You start the game with a selection of shapes, the object being

to get rid of as many of them as possible and finish with more points than your opponent. The shapes must be placed on the board so that at least one side touches another piece, and the more sides touching, the more points you get. Eventually you reach a point where one player

has no pieces left, or there's no room to put any more pieces down, and then the scores are added up.

It's horribly difficult to understand, let alone beat the expert computer, but fortunately two novice humans can play each other, on the same Game Boy or via a link-up



It'll either grab you right from the start, or leave you cold.



NFL BLITZ

From: Midway Price: £25 Save: On cart Link-up: No Colour: Yes Out: Now

There's a gentle art to making Game Boy games. Get it right and you've got a piece of software which stands comparison with just about anything on any other system. Get it wrong and you've got a basic, dated-looking mess. Have a look at the in-game shots on this page and have a guess which category Midway's *NFL Blitz* falls into.

It just isn't the kind of game that the GB does at all well. Original platformers, puzzlers, RPGs and adventures make great handheld entertainment. Fast 3D arcade and N64 conversions just don't work on the small screen. The whole point of the 64-bit version is that the pitch is undersized, the players are oversized,

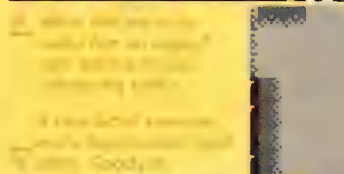
and the action is mercilessly brutal. On the GB, everything is just plain wrong. It's so incredibly slow that a dash from one end of the field to the other, if you can manage it, seems like one of those endless cross-country runs sadistic PE teachers used to use to make 'big-boned' kids puke at school.

Don't bother, even if you're a big fan of the arcade machine.



WARIO LAND 2

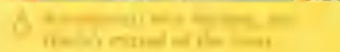
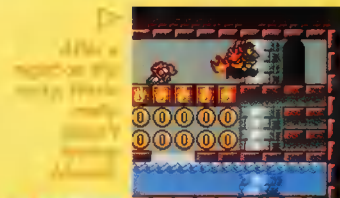
From: Nintendo Price: £25 Save: On cart Link-up: No Colour: Yes Out: Now



Wario, Mazza's fat yellow nemesis and Tim's character of choice in *Mario Kart*, deserves to be seen in all his colourful glory. Black and white never really did justice to his delicate bone structure, and with this in mind Nintendo have released a fully coloured version of his finest moment, *Wario Land 2*.

Wario is a welcome departure from the average scrolling platform game, dispensing with the notion of lives – instead of dying when he gets hit, Wario loses a few of the precious gold coins he's been collecting. The object of the game is to collect treasures from around Wario's huge castle, and the coins provide an endless score attack challenge. At the end of each level you can spend them on a variety of bonus games to win extra treasures and the like, or hoard them for a huge score.

There are plenty of different moves to discover, and some great touches of



Nintendo humour, such as the many painful moments when the hefty anti-hero gets squashed flat or set alight. Plus, it all looks and sounds superb, making *Wario Land 2* an essential purchase for your Game Boy Color.



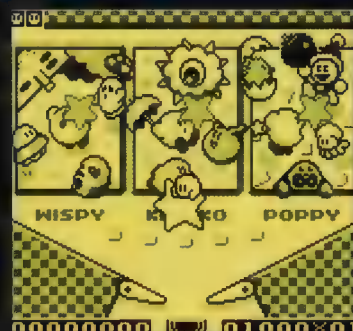
KIRBY'S PINBALL LAND

From: Nintendo Price: £20 Save: Dry cart Link-up: No Colour: No

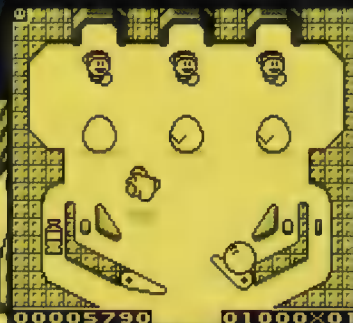
Filled with all manner of fluffy floating things and odd sub-games, Kirby's Pinball Land owes as much to the feverish imagination of Kirby's creators at HAL Laboratories as it does to any form of pinball we've ever come across.

The tables are divided up into individual screens with a set of flippers on each one, and the aim of the game is to whack poor Kirby all the way up to the top and (hopefully) rack up a vast score. The obstacles you'll come up across include a protective hen and her clutch of eggs, angry storm clouds, sooty things, fat things, cute things, and a selection of creatures that don't much appreciate being pelted with a curled-up Kirby.

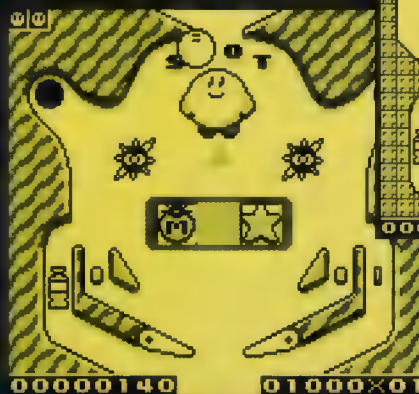
There are bosses and bonus stages too, and it's insanely addictive. Far from easy, but the sense of satisfaction you'll get from completing a level and battering its boss is well worth the effort. Not to mention the challenge of trying to light up every bonus and grab the top spot on the score table. Hypnotic.



Choose a table by flipping Kirby into the part of the screen you want.



Battering the eggs brings forth chickens! Points too!

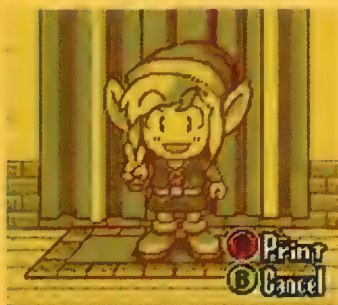


That giant fat thing will have to be removed to get Kirby up to the next level.

SECRETS REVEALED!!

ZELDA DX

The most unusual part of the new DX version of *Zelda* is the GB Printer-compatible photography option. Here's where to find the ideal spots for a few mementos of Koholint Island. But remember! Don't look here unless you're *really* stuck...

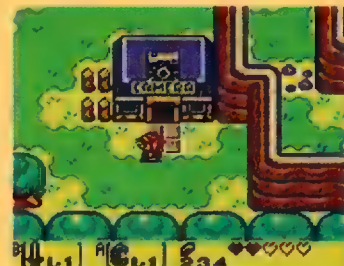


- Talk to the owner of the picture shop, but don't let anyone take a picture of you sitting on the ground looking dazed unless you fancy getting mugged. **Result:** Picture of Link getting a peace sign.
- Go to the right hand window of Ulrira's house (the one with the sweeping lady outside) and have a

peek inside. **Result:** Incriminating shot of Ulrira phoning O891 NITECHAT.

- When you're at the beach with Marin, take the opportunity to capture the romantic moment forever. **Result:** Picture of Link and Marin staring out to sea.
- With Marin following you, make your way back to Mabe Village and jump into the well to the north of the library. **Result:** Picture of Marin landing on Link.
- Final shot with Marin – stand in front of the statue in the village and say cheese. **Result:** A nice group shot of Marin, Tarin and Link.
- Before you borrow Bow Wow, stand by his post and shuffle around to annoy him. **Result:** Action shot of Link being chased by Bow Wow.

- Steal something from the Mabe Village shop. **Result:** Security camera shot that could get Link banged up.
- Collect the magnifying lens and go back to the pier where you got the necklace. Get in the boat and talk to the fisherman. **Result:** Picture of the fisherman frolicking in the water.
- Go to the house in the north-east corner of Animal village and walk into the pool of water. **Result:** Picture of Link with a Zora.
- After talking to Richard wait by the front of the castle while the gates are still closed. **Result:** Picture of Link and Richard outside the castle.
- When the ghost is following you take it back to its deserted house,



- then to the lone grave at the cemetery. Return to the grave. **Result:** Picture of Link and the ghost by the gravestone.
- Walk east from the mountain house with all the cuccos in it, and stand on the middle of the bridge. **Result:** Picture taken as the photographer plummets to his doom.

RENT A GAME AND IF YOU ARE ENTIRELY SATISFIED WE'LL GIVE YOU YOUR MONEY BACK



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YOU BUY**

Before splashing out on a game, you should find out whether it's worth the cash. So first, rent one of our selected games at Blockbuster, take it home, try it out. If you decide to take the plunge, buy the same game at Blockbuster within a month, and we'll refund the price of the rental.

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THE LATEST U.K. N64 GAMES REVIEWED, RATED... AND COMPLETED!

N64 ARENA

MAGAZINE



MARIO PARTY

It's a board game!
With Mario in it!
But, just how much fun is it? Read on, and you'll find out... **46**

N64 ARENA

MAGAZINE

HOW IT WORKS

Team 64 are gaming experts. They can play games and finish them, make definitive judgements and write it all down in a clear and entertaining way.



Guide to scoring

Because N64 carts are so expensive, we won't award our Star Game until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.

85% and above



Only after playing a game right through to the end will N64 Magazine consider awarding it a Star Game badge.

84% - 70%

If we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.

69% - 50%

Every so often there comes along a game that's perfectly playable but just isn't special in any way, and simply doesn't make good use of the N64.

49% - 20%

Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.

19% - 0%

The disaster zone. There have been a couple and we've not shied away from telling you the whole truth about them.

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics. Does the game reflect this?

9 SOUNDS

Are the tunes any good? Or are they best turned off?

9 MASTERY

How well does the game make use of the incredible hardware?

9 LIFESPAN

You'll want weeks of play but does the game peter out prematurely?

VERDICT

How much fun is this game going to give you? Look to the left to see how this works.

NHL PRO '99

Men with sticks!

GO TO PAGE 56

NBA PRO '99

Basketballs!

GO TO PAGE 58

FLYING DRAGON

It's... a mediocre beat-'em-up! GO TO PAGE 59

CASTLEVANIA

The toothsome PAL review! GO TO PAGE 62



BEETLE ADVENTURE RACING

Racing! With cars! Not insects! GO TO PAGE 66

MONACO GP

Formula One thrills aho! GO TO PAGE 68

IMPORT ARENA
The games they're playing in America and Japan.

WCW NITRO

Big, hairy men wearing tights decide to fight in your N64! And you won't be very interested, because they're dull, dull, dull... GO TO PAGE 72

Team 64

Oh, the fun we had with Mario Party this month. It's a wonder that any work got done at all, what with scintillating-style Mario karting, Bowser balloons blowing, Simba Says-Style flag waving and collapsing-floor skateboard races all featuring amongst the millions of mini-games. It really is quite remarkably good multiplayer fun. And so, in order to celebrate such social gaming, here's a picture of us all on a couch.

Tim Weaver
Tim's excessive swearing has turned him into a frighteningly ugly gimp. "£\$!@* you, you &£**%! I'm clapping at the pretty ball!" Tim is also a simpleton.
Game of the month: Flying Dragon

James Ashton
Lower lips trembling, we all shed a few tears this month as James clattered into the sunset atop his little red mini. And then we stuck a football to his head for deserting us.
Game of the month: Monaco

Jes Bickham
"Right. No more Aqua and pizzas, okay?" So tell us something interesting about yourself, then.
"Um, er, well... er, I like, well, I like, um..."
Pizzas?
"Yes! That's right! They're so - wait a minute! You swines!" (Sound of 'Dr Jones' fills the air.)
Game of the month: Monaco

Wil Overton
Wil was going to release an album called 'Big Willie Style' this month. When we told him it had already been done, he changed it to 'Fusoya's Fantabulous Adventures In The Valley Of The Gnomes', and proceeded to strangle us all with his hair.
Game of the month: Mario Party

Martin Kitts
This month, Martin was beset by several burly men who took offence to his intense stare and selection of barbed implements. The bodies have yet to be found.
Game of the month: Beetle Adventure Racing

Andrea Ball
You wouldn't believe how much effort it took to make Andrea smile for this photo. Three rolls of surgical tape, a pint of vodka, a fair amount of scaffolding and five stout men to work the bellows, in fact. (Sound of stick being deployed.)
Game of the month: Mario Party

Paul Edwards
The population of Bath has had to make do with greasy hair this month, as Paul ran out of shampoo. It took 50 gallons of Vosene a day to maintain the lustrous sheen of his mighty mane. Paul was on the phone the whole time.
Game of the month: WCW Nitro

Justin Webb
In the right light, Jud looks exactly like the devil, right down to the tail. Except for one difference - the devil, crucially, has all the best tunes. "But what about Depeche Mode? 'Barrel of a Gun' was - (sound of infernal torment)."
Game of the month: Castlevania

PREVIOUSLY IN N64 We reviewed the Japanese version of Mario Party in Issue 25. Look, it was Japanese – we did our best.

Political broadcasts not included.

MARIO PARTY

Mario Party			
NINTENDO/HUDSON			
	64M	1-4	Expansion
Out now	Console Pak	Cartridge back-up	Playable Pak
£40			
Game kindly supplied by CA Games 0141 334 3901			



MARIO PARTY TIPS!

Find all the secret bits! Infuriate Jonathan by learning the rod-casting bit properly!

turn to page 90 

Computer board games have had a long and patchy career. They've tended to be exact reproductions of real board games with a random number part for the dice. Who can forget, for example, the Leisure Genius line of conversions of famous games, like Cluedo and Monopoly? Except the Leisure Genius board of directors to the best of their ability, presumably.

Recall too Domark's *Trivial Pursuit*, which tackled a seemingly impossible conversion (you either knew something or didn't) by printing the answer and asking you to press Y if you were correct. Idiots.

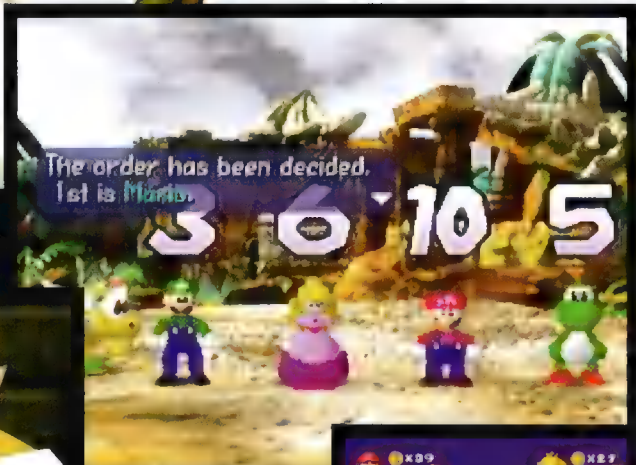
And now it is 1999. A dusty radar screen in a secret laboratory has bleeped into life, awakening scientists from a millennia-long hibernation. A captured *Tamagotchi World* is pushed squealing into special machines. Hermetic seals crack hissingly. There is turbid fog. *Mario Party* emerges. Eek.



◀ "Except, hang on, we can't, because we have no arms or hands. Failed."



△ The two-on-two games (this is Bombsketball) are probably best. There's someone to blame. The sides are chosen (effectively) at random. Allies one round, enemies the next. And that.



△ Mario always wins everything. Strange that. Except not much.



△ Pay Boo to steal someone's stars (or their coins for free). Wholly spiteful, and great.

MARIO'S RAINBOW CASTLE

Here begins our tour of *Mario Party*'s six boards. Like God with better merchandising, Mario sits in his mighty castle atop a special cloud, viewing the world beneath with benevolence and binoculars. Wisely, he judges difficult, testing problems. Occasionally he spits over the side with great relish, then throws down some great relish as an ineffable visual gag.

You have to:

Make a rainbow appear. (It's the reward ending for the winner. Every board has one.)

Arbitrary difficulty rating:



△ Taking the more interesting routes is usually costly, which is suspiciously educational.

Unlike in *Tamagotchi World*, losing coins is bad. Which is good.



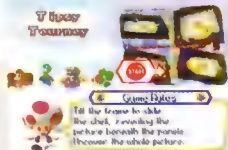
◀ Clearly, Mario's cloud machine is turned up too high. The ol' nephologist.

"Ha! I have six. It is six that is the number I have thrown. Witness my sixthly."



HURRAH!

Each mini-game has a rules screen. Press an available button and your character reacts appropriately. Thus, you can practise moving around before starting the game proper. Stupendous.



EARSY-KNEESY-NOSEY

Fantastically, the throwaway face-pulling gag from the Mario 64 intro has become a mini-game in itself. Bowser's face is hideously contorted by special means, and you have to squeeze and pummel the bits of your version to match. These are the futuristic identikit of the space police.



Nobody wants you at the party*

*On the stairs where you sit lonely

So why not do the "party" thing with a mini-game from Mario "Party" instead? There are 56 of the blighters, not counting the

(um) mini-mini-games like the Chance Squares or Bowser Events. They're largely exceedingly tremendous, with imaginative design and spotless presentation, although smashing blocks to reveal coins is a device overused slightly gruesomely. Still, only one (Buried Treasure) is genuinely terrible, and with the skewed pool approach (a game is randomly selected from five or six at a time) it'll take ages to play the lot, let alone grow bored of them. (I'd love to see Mario Bandstand, but, tchah, elusive fate, eh?)

There are four types of mini-game: one-player; one-against-three; two cooperating pairs and the free-for-all battle. Here's an unpatterned bunch to pore over and stroke.



△ "Dunk" a "basket" before the ball explodes. Okayish.

△ A complete fave. Kart speed depends on synchronised handle-pumping. Corner! Agh! Leave! Brake! You fool! We're dead. Etc.

△ A Scalextric thing. The track's twisted Möbius style so you swap lanes to keep it fair.



△ Even the guess-the-odd-one-out bits are licked with Ninty's special excellence tongue.

▽ Buried Treasure. If it's near you, you'll win. If not, you won't. Crap.



▽ Force the dinghy into the far bank so your opponents are stabbed. Hurrah!



△ One of the rotate-the-stick quickly bits I can never do. Bah.

△ Lumber. Sort of the Fast Walk of sticking.

"WHERE AM I?" "IN THE VILLAGE." "OH, RIGHTO."



Mario Party wants to be your friend. From the options screen you can "do" lots of funky "things" and probably entirely forget to start the game itself. Perhaps. Well, all right, not really.



The Shop

The No4 is coming dangerously close to having 10 games without shops in. At that point the universe will collapse like an old man's legs. Meanwhile, buy legitimate nobby things here that, say, switch everyone's place on the board or "fix" your dice. There's also, mysteriously, a parrot and a vinyl LP. Hmm.



Mario Party's version of a music test. The sound test's the parrot, who amusingly impersonates various characters using the beak of his face. A complete barg at 50 coins. Also, you can erase any saved data. The game uses a cart back-up, which is really clever if you think about it. Bless.

The Options House

Ah, here we go. The record goes in the jukebox.

The Bank

A... bank... in which to keep the non-parrot bits you bought from the shop. Also handily tells you how many coins and stars you have, on a large blackboard directly in front of your head. Or you can specifically ask the chap on the right, who repeats exactly the same information, but using his Jack Valenti-like cheeks.



LUIGI'S ENGINE ROOM

Enraged at his role as the thinnish, instantly forgettable one, Luigi labours jealously to complete his powerful engine. It covers acres with its cables and pistons. Bits of it go pocketa-pocketa-pocketa. What is its secret purpose? Probably to explode bucklingly, as isn't he supposed to be a plumber? Well, anyway.

You have to:

Supply energy for the engine.

Arbitrary difficulty rating:



Familiar pipes connect the areas. Bless those details.



With all the corners, it's a shame you can't hide and mug someone thumpingly.

Just remember not to remind DK how he was locked in a cage by Mario in the Donkey Kong Jr coin-op. He might kill him or something.



Probably the least dull block-smashing game. Er, top monkey.

The super fast Shell Game. (You look dazed when it's over.) I choose wrongly. FYI.



Try-grabbing crane thing. You crane. They toys.

Not as good as the drowning bit in New Zealand Story.



I'M THE BEST! (INEVITABLY)

What you're supposed to be doing is winning stars, then using those lucky stars from Toad. Have the most stars? You are the winner. Bonus: Interestingly, there are no minigame prizes like Mini Game Player, something during the struggle of the previous 90 minutes' was Nintendo. It's the best minigame ever. Next time a pop quiz on board game, next.



The Mini-Game House

You can immediately play mini-games here, but only the ones you've come across on a board. (Fiendish.) It's a costly 10 coins per game, or you can save up and buy one, then play for free. A racket, then, but regrettably you can't smack up the house captain and make off with the lot, like raiding the bank in Monopoly. Chiz.



The Stadium

Concealed inside a pot in the Mini Game House (obvious, really), the Stadium is a tiny version of Mario Party. Fewer turns, a simple, trap-free board, no elaborate ending, games on almost every square and the winner merely whoever finishes with the most coins. Family enough, less successful than you'd think.



The Island

A mini-game in itself (there's a daring new principle in physics here: wherever you progress sequentially through the mini-games. With a noddish wink, it's all adorably linked to resemble Mario World, and is a bit tough.



YOSHI'S TROPICAL ISLAND

The wizard of lizards, the sultan of saurs, the wino of dinos (although they don't talk about that one much), Yoshi has done a Marlon and bought his own island. At last he can play his Residents LPs at full volume without interruption, except for being attacked by animals. With nothing to do and all day to do it, Yoshi spends his time being thoroughly bored and attacked by animals. His tropical island is really the back of a giant whale, or possibly an incredibly giant salmon.

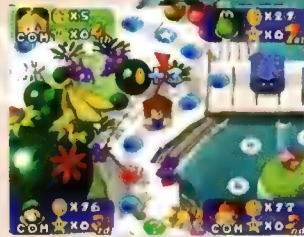


◀ "Delicious fruits. Wait! Glargh! Poisoned!" Remember, kids. Etc.

▽ Actually, if Yoshi's a reptile, then he's going to overheat horribly here. He just didn't think it through, the honk-nose bumpkin.

You have to:
Rescue a stranded Yoshi from an embarrassingly small lake.

Arbitrary difficulty rating:



△ Try to work out the minimum you can pay to pass the big blue block. Fun haggle-y bit.

◀ There's the stranded Yoshi. A giant banana could reach him easily. These plots, eh?

DK'S JUNGLE ADVENTURE

A big monkey, DK (pronounced Duck) lives in a jungle, where he cannot be seen by the orphan zoo-going children of the world. Strangely, no mention is made of Diddy Kong, so presumably DK has killed and eaten him for obliquely referring to Ken Dodd. Wait a



minute – Ken Dodd? KD? DK? There's almost something worth bothering with there. This board has a really good bit where a huge rock chases you around. You automatically escape though. Swiz.

You have to:
Discover the secret of the ruins (ie, open an obvious stone box).

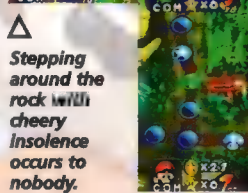
Arbitrary difficulty rating:



◀ These blocks move around whenever someone passes. You'll never bother to use this strategically.



△ The route-spoiling rock in full rumblish splendour.



△ Stepping around the rock will cheer insolence occurs to nobody.



△ Oh no! Yoshi's three squares will leave him struggling futilely with a loaded Bowser Event. Actually, ha.



Yowser! It's Bowser. Yes

Bowser is excellent in *Mario Party*. He appears infrequently – you have to land on the dreaded Bowser Square, logically enough – but is so inventively diabolical and joyously animated that he's a real highlight. He'll either introduce a Bowser Event (a mini-game perverted so that almost everyone loses vast quantities of coins) or pull a funny trick. Sample Bowser gag: giving you a free coin.

CRISWELL (JONATHAN) PREDICTS

Considering Nintendo's special new direction, I suspect that, after the prototype of *Tamagotchi World* and this (er) dry run, there's going to be a *Mario Party* follow-up (maybe on the N2000, or whatever it turns out to be) that'll do for the console board game what *Mario 64* did for platformers. Remember my words, readers. Only don't if I'm wrong, eh?

You register disbelief (by turning out of the screen and blinking, naturally). It's a genuine offer. You take the coin. He charges you 20 for it. Ha! Er. Look, it works in the game.



The players pantomime splendidly. You'll be duplicating broken stances over burned pies, or whatever, for weeks.

△ Bowser bowing. Presumably.

▽ Flip him on his back in the sun. Luigi, you slender snaf.

PEACH'S BIRTHDAY CAKE



Less a feat of cookery and more one of architecture, the lovely princess with her lovely hair's cake is about the size of a Ruritanian castle. (Unless Mario and Co are minuscule leprechauns. No, wait, that would still be relatively a castle-sized cake.) Despite the apparent years of work, tons of ingredients and unimaginable organisation and labour that went into constructing the dessert, Peach has ridiculously forgotten the strawberries.

You have to:

Bring Peach some strawberries.

Arbitrary difficulty rating:



In fact, three days later he fell dead outside a shop while ignoring a musical tramp.



△ It'll all go tragically wrong when Oliver Hardy carries it into the dining room.



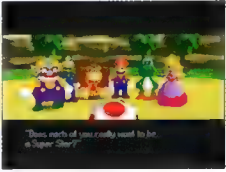
Pressing a button is a poor substitute for clacky dice.

▽ "It's a trap!" Brrrapp! "Aaarghh! They got me!" "Liebowitz! Nooo!" Sigh.



OH, I MISSED "IT"
 Outrageously, Wario's excellent groan of, "Oh, I missed it," has become, "Oh, I missed." Honestly, it's like having Amie say, "I'll be back in a tick," or something.

PLOT
 Who's the best out of us? Let's play a game to find out. And, er, oh.



No deals, Mr Bond

The lovable Mario characters reveal their true colours in *Mario Party*. The computer players are relentlessly evil, working to crush any opposition with the dedication of criminal super-masterminds. Waiting to see who they order Boo the Ghost to rob is particularly terrifying, as either there'll be some hostile tit-for-tat, or everyone will gang up on the weakest player. You'll never be able to play *Mario 64* again without instantly drowning him. Just to be on the safe side.



Nintendo's reputation for wholesome, non-threatening, freeze-frame-of-everyone-laughing-and-enjoying-an-improving-moral Family Entertainment (pat pending) has been shattered with *Mario Party*. It is an astonishingly savage game. The absence of mercy is enshrined in the rules. Truly it is a board game – but on the N64.

As non-idiots know, Nintendo's genius is in making things better. Games, ideas, the quality of life in today's modern new space world: anything drawn to the attention of the Minty Ninty is significantly improved. *Mario Party* is a super-charged version of Hudson's *Tamagotchi World*, which we awarded 79% in issue 12. The problems of that promisingly twisted game (essentially, the way you could get stuck in a loop of moving around uneventfully, and the surprisingly weak tween-player interaction) have been ruthlessly eliminated, in much the same way Mario did me at every available point in this title. He has a burning, icy heart.

As with *T World*, *M Party* is a four-player game only, the N64 filling the spaces. Computer players act exactly like real ones, out to win and bearing grudges. (Several board squares let you steal items

WARIO'S BATTLE CANYON

The sinister black-clad anti-Mario tragically reveals himself as a gun nut here, littering the landscape with missiles, jet fighters, bazookas and a big carving of his head. Wario has a hand-stitched motto on his wall that reads, "Guns Don't Kill People. Oh,



Hang On, Wait, That's Right, Yes They Do." Comically, you're shot from plateau to plateau on this board by cannon, with a neatly frantic bit as you try to land somewhere profitable. Pity about the moustaches though.

You have to:
 Stop a civil war.

Arbitrary difficulty rating:



To balance the large number of -3 red squares on the section to the right, you understand. Yawn.

This level's a bit too stop-start, as the cannon bit happens EVERY TIME.



The target sight flashes around, giving you a chance to hit a good thing with your propelled bulk.

Increased difficulty tends to involve more mushrooms and coin-stealing squares. Tsk.



from opponents, and they *don't forget it*. N64 players have skill levels, but I became too scared to try them on Hard.) It's a bit annoying that you can't skip any bonus games or events they get involved with on their own, but I suppose it's only fair. And you all have lots of friends anyway.

Nintendo's fingerprints of make-betteringness are all over this thing. Take the much-discussed 50 (50! Yes) mini-games that pop up after each round, or when someone jumps on a special square. Rather than just have four-way battles to

samey, but of all the mini-games I found (I've been playing for about 207 years, but *still* haven't uncovered more than 36) exactly one was crap. (The digging-for-treasure one, in fact. Completely tedious, with no skill involved.)

Hang on, though. The point of a game of *Mario Party* is to meet Toad on the board and buy triumph-deciding stars. (Although if you do get swept up by the mini-games, nip into the Stadium, a sort of sugar-free board with mini-games on practically every square, or the Shop,

increase in number with the difficulty of a board, and give a 50-50 chance of you missing the next turn. (No joke when so much can happen in one.)

So – the game of choice whenever two or more people are gathered? Nope. I think that's still going to be *Mario Kart* or *GoldenEye*. This lacks the sit-down-and-go immediacy of the best multiplayer 'em. (To be fair, that's a problem for board games everywhere.) *Mario Party*'s a great leap forwards for the genre, and massively fun, but for all the variety and spankiness it's still not quite "there." Moving still relies on random numbers (without the tactility of dice, you never appear in control, and a poor throw feels annoyingly cheap) and, crucially, you can't skip irritating bits in the way you'd agree to ignore a rubbish game rule in real life (those pesky mushrooms would be the first to go, for example). Also, you can't cheat.

Drat.
JONATHAN NASH

VERDICT *Mario Party's a great leap forwards for the genre but for all the variety and spankiness it's still not quite "there".*

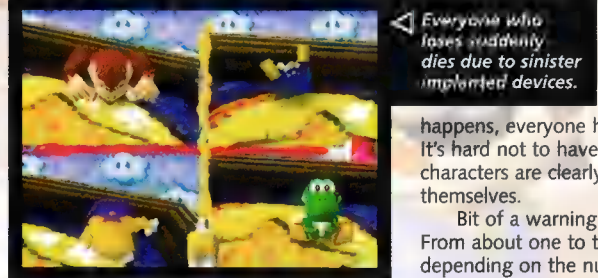
the death, *Mario Party* also introduces an element of cooperation, with three players ganging up to, say, knock the fourth from

where you can rent your favourite game or purchase one outright. Or, heck, take the one-player raff to Mini-Game Island,

where you work through them all in sequence. Laws, but *Mario Party* takes care of you.) The way that *Tamagotchi World* could become empty repetitive is beaten here by the sheer weight of incident: squares drain coins or throw you into bonus single-player games; obstacles get up and inconveniently walk around; there are multiple routes across each board; trick squares release giant boulders that chase you away from the best paths; and whatever

happens, everyone handsomely overacts. It's hard not to have a good time when the characters are clearly having one themselves.

Bit of a warning: it's a long game. From about one to two-ish hours, in fact, depending on the number of turns. (But you can save the game. And there's a splendid reward bit at the end based on the level's plotty task – restarting the engine of Luigi's machine, for instance.) And I came to hate the poisoned mushroom squares, which



a tightrope, or (excellently) pairing off and shoultily synchronising pad movements to make a sledge go faster. There's some ingeniously subtle stuff going on as well, just to make the experience that bit lovelier. Many games involve handling only the speed of your character, freeing the N64 to excitingly swing the camera about for maximum effect without worrying about perspective-reversing the controls. This works particularly well in the escape-the-collapsing-floor dashes and exaggeratedly sparkful handcart race. Given that you can play on any of six boards (each based on a character – Yoshi's is a tropical island, for example), it's a shame that there aren't "themed" games, and a few of them are noticeably



8 VISUALS

Super blend of 2D and 3D, with pots of funny animation. Lively camera accentuates the thrills.

6 SOUNDS

Fittingly cheerful music, and those famous catchphrases.

7 MASTERY

Uses it all, but you can't see the joins.

8 LIFESPAN

Appealingly novel, but *Mario Kart* will probably keep getting in the way. You'll never be rid of it, however.

VERDICT

Incredibly close to redefining a genre, *Mario Party* ends up "just" a hugely entertaining multiplayer game. The party for the people, but evolutionary rather than a revolution. You have to love it, really.

85*

VIGILANTE

88

TM



4-player auto combat





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PREVIOUSLY IN N64

We've not mentioned *NHL Pro '99* before because the word 'puck' bothers Tim...

HOW TO PLAY

For those who don't know much about hockey, a glossary of terms:

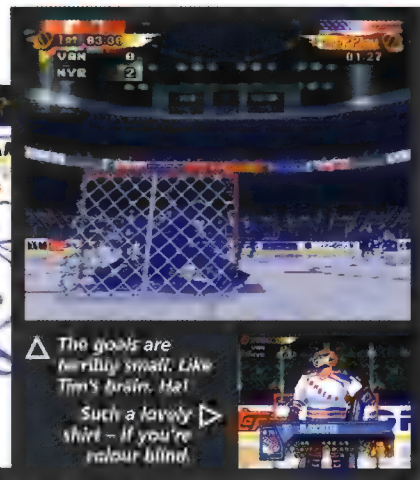
Slashing penalty -

Stands to reason. Two minutes in the sin bin for this. Couldn't you have gone before the game? Icing - Everyone loses interest in the game and starts thinking about after-match cakes. Referee has to restart play.

Two-line pass eg, "Do you come here often? What's a nice hockey player like you doing in a rink like this." - This kind of thing just isn't on. A penalty is the only result.

Overtime - A strange beast. Exists in a 'work' sense, but does not manifest itself in 'pay' terms. (See 'Foull')

Foull! - See 'Overtime'. We hope this clears things up for you.



NHL Pro '99
KONAMI

	March	64M		1-4
		Controller Pak 8 PAGES	Bridge back	Table Pak
£40				

Hockey? I'm fine, thanks. And so is Konami's new sim...

NHL PRO '99

VISUALS 6

Pleasant enough, and reasonably clear.

SOUNDS 5

'rawk' music and repetitive commentary. Standard sports game fare, really.

MASTERY 5

We've seen it all before, in a slightly different way.

LIFESPAN 6

It's frugal with its play modes, but it's still fine to play. Dig?

VERDICT

Not the greatest, but certainly diverting fare. If you're looking for a sports game, you could choose far worse...

69%

Inertia. It's the bane (and, potentially, death) of those who do DIY repairs of car brakes with Selotape, and anyone involved in a sock/polished linoleum incident. Some would even say it's God's little jape at the expense of people who eat too many pies.

When programmers started making simulations of ice hockey games, much was made of little mathematical routines that helped games reproduce such real-world physics. On viewing, say, *NHL '95* on the SNES, people would say things like "Isn't that realistic?", "Cor, they don't half slide about," and "I've taken off my shoes. I'm just popping into the kitchARGH!"

NHL Pro '99, like its numerous N64 contemporaries, appears to have a problem with inertia. It's not as bad as, say, EA's *NHL '99* - where the players look as if they're running on grass - but it's still not convincing. The problem is analogue control. The switch from D-pad to control stick has not been kind to ice hockey sims. Thus, *Pro '99* looks... well, a bit odd. The players just don't move as they should.

It's a shame, because in many other ways, *Pro '99* gets things so very right. In a skilful dash towards your opponent's goal, you can jink slightly to the left, before cutting back on the inside, and totally fox a defender. It's a joy to do. The slight momentum they gain in turning can give you the split second needed to shoot, perchance, to score.

This, in itself, becomes strangely problematic in time. Mastering the art of skating at - and past - opponents is not particularly difficult. By contrast, passing in *NHL Pro '99* is an, at best, imprecise art - an attribute it shares with *NHL '99*. The AI of your team members appears rather more sophisticated than that of its rival, but it's tempting not to make use of it. Most of the time, it's easier to simply charge goalwards like a loon with a cry of "Coming through!", leaving your teammates wondering when you last took your lithium supplement.

The pace of *Pro '99* seems quite odd at first. Compared to GT's Gretzky-endorsed efforts, it's positively pedestrian. With time, though, you appreciate that this

doesn't make Konami's game inferior. It just makes it refreshingly, and enjoyably, different. There is an option to alter the speed of play, but the default setting of Medium suits us just fine.

It's not perfect, of course. *Pro '99*'s front end is one of the scruffiest you'll ever encounter, and its play options are a tad Spartan - a basic choice of Exhibition, Playoff or Season. But although it lacks the bells and whistles of *NHL '99*, it is the better of the two games. It's not 'great', but it is eminently playable. In the dark après-Christmas months of tiny release schedules, that's as good a qualification as any - whether you're a follower of ice hockey or not...

JAMES PRICE



PREVIOUSLY IN N64 But we reviewed NBA Pro '98 in Issue 74. And that's pretty similar.

IT TAKES FOUR, BABY

A good multiplayer mode is a redeeming feature for any game. Well, apart from *Mortal Kombat Trilogy*. Personally, I like to keep my friends. But I digress. *NBA Pro '99* has a pleasant little four player mode. Without the irritatingly mechanical tactics of AI competitors, the more 'believable' behaviour of real people adds a little special something to an otherwise unremarkable game. Alas, the same applies for *Kobe Bryant*. It, too, becomes that little bit more lovely and right tart smart with company. Poor old *Pro...*



There's something wrong with the World when player names are so important that they have to be on-screen.

Oh hell! I think I've left the team on.

'Useful' camera view above!

Mystify man Lofrentz has a negative for a player.

NBA PRO '99

Few UK fans + N64 = oddly disproportionate number of basketball sims. Discuss...

VISUALS 5

Fuzzy and indistinct – even with S-Video cables and a hoofing great telly.

SOUNDS 5

An odd absence of squeaking trainer noises. Aren't they a basketball sim requisite?

MASTERY 4

"There's only one Kobe Bryant..."

LIFESPAN 5

It's a bit like Frankenstein's monster. It's alive, but you know the villagers are getting narky...

VERDICT

In a backwards world, this would still be very average. Zraeh'Y.daetsni tnayB ebok teG. ti yub t'nob oS

52%

When a simulation of football is called for, Konami are veritable Gods. With a whisper of "ISS", they breathe life into the best soccer games you'll ever find. And that's a well-documented, Hoddle-style theological fact. Last year's *NBA Pro*, however, demonstrated that the big K aren't quite as au fait with basketball. This year's update – the imaginatively entitled *NBA Pro '99* – rather highlights that bit of trivia.

The basic ingredients of *NBA Pro '99* are commendable enough. For the fan, there are loads of statistics and player photos. For the gamer, there are play

modes – from the new three point shoot out and slam dunk contest, to generic cups and leagues. If *Pro '99* were a cake, it would be superficially nice. But – ugh! (sound of metaphorical foodstuff gobbled in haste) – there's a distinctly bitter aftertaste.

Pro 99's main problem is elementary, and (in a way) particular to the basketball sim. With all those bodies on court, there are far too many instances where you can't see the ball. You're required to call upon experience and considered judgement to guess its position. Now is it just me being picky, or is that somewhat naff for a game that's trying to simulate its real-life subject matter? For the want of instructive on-screen indication – like a little arrow, or perhaps a 'shadow' overlay of the ball – defending your goal can become more

lottery than skill. More often than not, the jackpot is yet another arduous cry of 'foul'. Or, for that matter, "gits!".

This 'oversight' is rather compounded

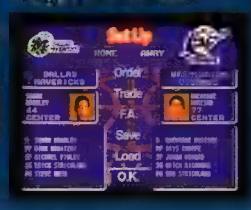
by *Pro 99's* often unconvincing AI and questionable collision detection. The latter was a key gripe we had with last year's version. In particular, you still find that players have a physical presence that causes any colliding player to stop dead. In principle, that's fine. But then, sometimes your player gets 'stuck' on a defender, and moonwalks like a loon on account of a cunningly-outstretched pixel. It's at this point that you really begin to doubt *Pro '99*. Its frame rate doesn't help, either. Just short of jerky, but a million miles from smooth, it makes 'steals' – that's tackles in English – all the more tricky.

Remember how Mido blocks your route to the Deku Tree in *Zelda* by rotating in a semi-circle around an entrance to restrict your progress? *Pro 99's* AI-controlled defenders do that, too. It gets you thinking, believe me. You sit there pondering on how it would be great to have Navi point out where the ball is. Or how quickly you could remove Dennis Rodman's motion-halting arm with the benefit of Z-Targeting and the Master Sword. This, in turn, introduces an obvious conclusion. You're not actually interested in *NBA Pro '99*. It's an N64 cultural non-event; flawed, unremarkable, tedious. It is, in a word, very average. Did I mention that nice game with Kobe Bryant in it?

JAMES PRICE

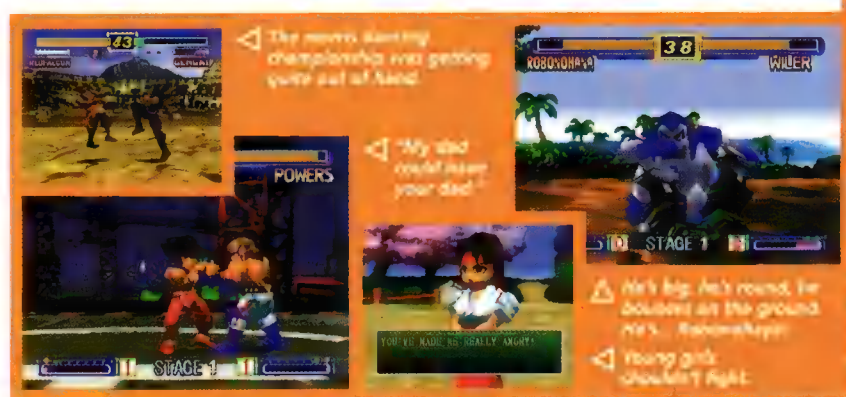


You really have to be a committed fan to appreciate this lot.



Men in vests. Best left in prison if you ask us.

PREVIOUSLY IN N64 We reviewed the Japanese version of this in N64 ET. It got 78%.



FLYING DRAGON

Flying Dragon

INTERPLAY

	May	64M		1/2
		Controller Pak 47 PAGES	Bridge back	Rumble Pak
£40				

It's two beat-'em-up's in one! Um, both of which aren't that good...

Thank goodness for *Smash Bros*, eh? Because, without it, the N64 would be a tad short of genuinely brilliant beat-'em-ups. We've got a healthy second string – *MK4*, *Mace*, the original *Fighters Destiny* and *Rakuga Kids* – but, apart from Nintendo, no one's turned out anything approaching the quality of (sigh) *Tekken 3*.

Of course, you can't really compare *Smash Bros* with *Tekken 3*. They're completely different games. But, they do share one common trend in that they're both top rate scrappers. A trend that, unfortunately, doesn't bind *Smash Bros* or *Tekken 3* with *Flying Dragon*. Tsk.



Released in Japan 14 months ago as *Art of Fighting Twin*, *Flying Dragon* is a bit of an explosive marriage. A real Kurt and Courtney of a game. It's obviously had a good bit of thought put into its option

every time you win a bout, you pick up experience points which can then be used as currency to bring in more moves. This way you can virtually create a fighter from scratch, although obviously only adding

VISUALS ...proceedings aren't helped by twitchy visuals and a blatant lack of frame rates.

menus – not least through its use of an intriguing RPG-ish fight structure and customisable (to a degree) scraps – but the actual contests themselves seem to be more of an afterthought; like they haven't even been playtested.

The two-games-in-one thing really isn't that exciting, either: one game sees you fighting as squat, more cartoony characters, while the other has you taking on the guise of more recognisable, and more realistically proportioned, beat-'em-up contenders. The difference in style and feel between the two 'games' is negligible, though.

Nope. Where *Flying Dragon* is most interesting – and this is unfortunate considering it's probably the least important part of the game – is in its RPG-style, skill-winning approach. Basically,

moves that the CPU already has available and to an already existing character. That said, it's still a nice idea.

Trouble is, this should only be secondary to a fulsome fighting engine. As it is, there're some fantastic options which are far outweighed by a frustratingly slow, peculiarly uninvolved series of 60 second rounds. And proceedings aren't helped by twitchy visuals and a blatant lack of frame rates. The camera just flicking to a different view without warning doesn't help much either; you just end up feeling disorientated.

It's a shame really, then that *Flying Dragon*'s got potential that just isn't followed through and it comes a month after *Smash Bros*. Wait for that on PAL release. Yup.

TIM WEAVER

6 VISUALS

Can't really argue. Good enough for a good enough game. As it were.

5 SOUNDS

Middling music and fairly standard sound effects.

5 MASTERY

Interestingly unique, but shabby when it matters.

8 LIFESPAN

There're certainly stacks of options, including an eight player tournament mode.

VERDICT

Likeable and hard working, *Flying Dragon* has potential, but it just doesn't use it in the right places. Pity, because it could have been great.

73%

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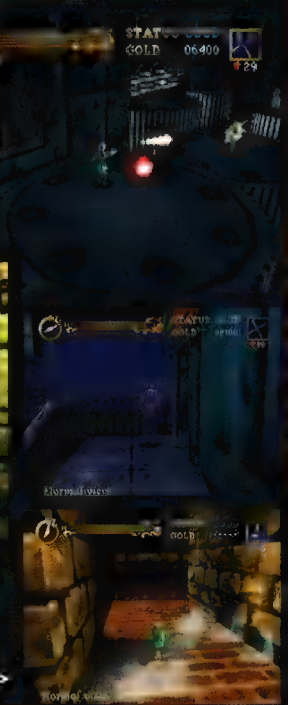
PREVIOUSLY IN N64 We reviewed the American version of Castlevania in the last issue.



The Clock Tower – from previous Castlevanias – makes a return. How to get across here? A ticklish situation, indeed.



Circle has to run like the wind if she's to escape this collapsing floor. Run, girl!



Castlevania			
KONAMI			
Out now	96M	1	ansion
Controller Pak	9 PAGES	idge back	Bumble Pak
£40			
Game kindly supplied by CA Games 0141 334 3901			

CASTLEVANIA

The only thing more terrifying than a pre-morning coffee James, *Castlevania* is back...

It takes two (baby)



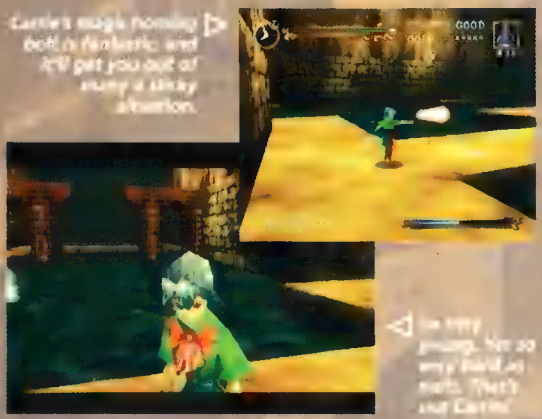
Splendidly, *Castlevania* is really two games in one. Sort of. You see, you can choose between two characters to play as, Reinhardt Schneider and Carrie Eastfield. Sporting different abilities and attributes, they are also able to visit certain sections of the game that the other

EXTRA CARNAGE
Originally slated to appear in *Castlevania* were two other playable characters, Cornell Reinhardt – who could turn into a werewolf – and Kola, a never-seen but apparently huge and hulking character whose weapon of choice was a chainsaw. Cut from the finished game because of the time the game's development was taking, would they have played a similar role to Carrie and Schneider? We'll never know for sure, but if that was to be the case, then presumably Cornell and Kola would have their own exclusive levels, too. Which would have been nice. Sigh.

can't. Which adds a certain amount of replay value. Which is nice.

CARRIE EASTFIELD

Carrie, being, well, a little girl, isn't, obviously, quite so big, tough and fast as Reinhardt. Saying that, though, she does have one fantastic asset – her default weapon is a magic fireball thing that you can charge up with B, then fire off by simply letting go of the button. And, it homes in on nearby enemies, even destroying several of them if you've fully charged it. Ace.



Carrie's magic homing ball is fantastic and it'll get you out of many a sticky situation.

In every opening, her so tiny, but she's got that whip. That's our Carrie!

REINHARDT SCHNEIDER

The default character, and distant descendant of the Belmont family (who did the Drac-bashing in all the previous *Castlevania*'s), Mr Schneider is, on average, the better character to play *Castlevania* with, thanks to a greater jumping distance and longer legs, which means that he can run faster than Carrie. Also, he's armed with a whip, which allows you to knock enemies from a distance, and a very pointy sword.



The long jump allows you to get to the opening level.

Wow! view.

That's some good whipper, hey, Paper.



WANIA

We so want to like this more than we're able to. Konami and the vampire-strewn *Castlevania* have had a long and illustrious history together, dating from a premier NES effort – 12 years ago! – to last year's well-received *Symphony of the Night* on the PlayStation. But, of course, the N64 specific version is the one everyone's been waiting for, a brooding combination of *Castlevania*'s dark horror remit and a move from 2D side-scrolling dynamics

SOUNDS ● *The music is cracking, ranging from the eerie, violin-led title tune to sweeping, gothic orchestrals.*

into full, free-roaming 3D; an undead-stuffed match made in heaven. Or so you'd think, anyway. Because, as it is, *Castlevania* is riddled with some deeply irritating flaws that – disappointingly and frustratingly – hold it back from

achieving full-blown greatness. Which is a shame. But we'll come to those in a bit. What *Castlevania* does have going for it is a marvellous, evocative sense of atmosphere and a host of inventive, unique little



DEXY THING!

InterAct's new DexDrive, which enables you to download saved games to your memory pak, from the Internet, via a PC, has Castlevania as one of its very first customers. Visit www.dexchange.net and, with the right equipment, you can download two saved games that allow you to reach the infamous Clock Tower with Carrie, and also nip straight to the end of the game and fight Dracula with Reinhardt. See page 30 for more details.

Monsters!

Castlevania certainly has its fair share of nasties, from the humble skeleton to a more varied selection of undead neck-biters. And then some. Here are a few examples of what you can expect to slice 'n dice during the game.

BILLYBRACK SKELETON

Breaking with convention, Castlevania throws you in the deep end straight away, making you fight a boss. And not just any boss, either – this one's a huge and terrifying ape-like skeleton, that summons its smaller, common-or-garden relatives with a thump of its bony club. Yoiks. Luckily, it can be dispatched with a few deft whip-cracks to the midriff.



LIZARDMEN

These scaly beasts come in a variety of types, from the stylish, red, fire-breathing model to the slimier poison-vomiting, water-dwelling variety. Tending to attack in pairs, these bipedal leather purses are capable of taking a substantial amount of punishment. The best bet is to use Carrie's magic bolt attack and skewer them from a distance.



VAMPIRE GRANDPA

Well, not so much a grandad, more a decrepit old butler, whose master has retained his services even after death. Lightning quick, these red-jacketed bloodsuckers somersault acrobatically through the air, on their way to merrily bite you in the neck. If they do have a nibble, they'll vampirise you. So don't let 'em, eh?



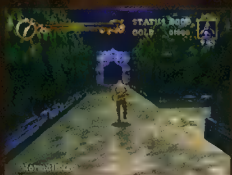
STAINED GLASS PHANTOM

Has anyone seen 'Young Sherlock Holmes'? If you have, then you'll remember the frankly terrifying shape that stepped, as if by magic, from a stained glass window. And you'll also marvel at the sight of these two-dimensional ghosts that will most definitely conspire to make your life a misery. Shatter 'em with your sword.



THE LABYRINTH

The Labyrinth – or Garden maze – is one of the most incredibly hard and frustrating parts of Castlevania. You have to chase a young lad – Malik – around a hedge-walled maze, all the time avoiding pursuing Ghostbuster-style dogs (that freeze you if they bite you) and a huge chainsaw-wielding hillbilly. We have, however, found a little tip to help you... if you're playing as Carrie, simply jump constantly as you run, and the dogs won't be able to bite you. Cheap, yes, but lifesaving. Okay?



touches. Such as the day to night feature which, whilst hardly as accomplished and downright astonishing as Zelda's, adds a sense of time and occasion. Certain characters – such as the ambiguously-scrupled vampire Rosa – only appear at certain times, secret platforms appear at the stroke of midnight, the power of vampires is diminished during the day, and so on. You can play as either the whip-wielding Reinhardt Schneider or the magic-using Carrie Eastfield, both able to visit areas that the other can't. The enemies in the game, pleasingly, display better than usual AI, actually following you, leaping over platforms and obstacles and generally doing their best to hunt you down like a dog. Get bitten by a vampire and you'll actually become one yourself, unable to use your weapons until you've cured yourself with a purifying orb. And, splendidly, Konami prove just how important music is to games; it's crackling, ranging from the eerie, violin-led bile tune to sweeping, gothic orchestrals.

But it's the feeling of the game that proves to be Castlevania's true triumph. Starting in the forest surrounding Castlevania itself, the impression that you're actually getting deeper and deeper into Dracula's stronghold and proceeding further with your quest never leaves you.

Although the graphics can be, at times, a little fuzzy and undefined, the textures and details are just so, bringing the various sections of Dracula's castle to full, atmospheric life. Add to all this a sharply scripted, well-observed plot complete with a multitude of in-game cut scenes (à la Lyrial Wars and Zelda) and Castlevania is the closest equivalent to actually being in a horror movie yet. Shocks and surprises abound; the perfectly-formed torso of a woman rises out of the water, followed

camera that doesn't always do what you want it to, and can't quite keep up with the action. Perhaps it seems a little worse than it is because we've been spoiled by Super Mario 64, Zelda and, to a lesser extent, Banjo-Kazooie. Perhaps it's because we want Castlevania to be so much better than it actually is. Perhaps it's because this is the third game from Konami (including Mystical Ninja and the upcoming Hybrid Heaven) that can't quite get to grips with 3D space. Tapping R will

LIFESPAN ● **Unless you're prepared to take your time, to eke out every secret nook and cranny, you're going to feel rather short changed.**

seconds later by the bloated body of a huge spider; the drained carcass of a vampire-victim resurrects itself and attacks; and when Rosa, watering banks of crimson flowers, mutters about her "white roses" you realise she's dosing them in blood. It's all wonderfully gruesome, splendidly timed and ghoulishly effective.

It's just a crying shame that the obvious hard work and care that Konami have put into Castlevania is diluted by the game's biggest fault: a wilfully obtuse

centre the camera behind you, if you're not close to a wall, which is a nice, Zelda-ish touch, but most of the time it settles at awkward angles, which is troublesome in the middle of combat. And when extensive jumping and platform-style antics are called for, the camera kicks into one unadjustable, not-quite-precise-enough angle, leading to all sorts of infuriating deaths, simply because it's impossible to judge your jump properly. All of which is decidedly annoying.

MOTORBIKE SKELETON

Despite Castlevania being set in 18th century Wallachia, or something, certain members of Dracula's army have managed to obtain stonking great Harley Davidson's. We're not quite sure how, but they're damned annoying all the same. Wait for them to circle you, then, using Reinhardt's whip, knock them from their saddles.



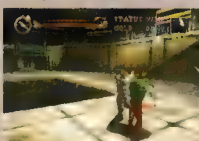
△ At 12:20, Demonic Hellspawn that'll knock you off your feet.

VAMPIRE SERVANTS

Proving that entering the tradesman's entrance is no safer than going through the front door, various undead lackeys gang



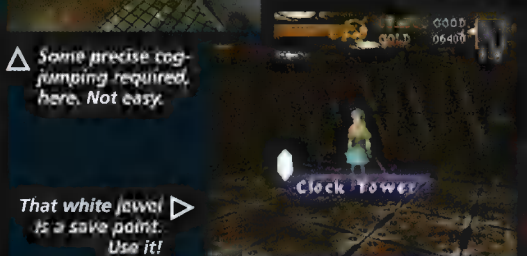
together to wallop you at several points in the game. Avoid their bites – like the Vampire Grandads – and prepare to be terrified by the vile servant girl, who scuttles along the floor like some bipedal spider. Yeuch.



Other minor flaws also irritate. Play the game on the Easy setting and you'll quite possibly rip through the whole game in a day or two, with both characters. Unless you're prepared to take your time with Castlevania, to eke out every secret and search every nook and cranny, and savour the wonderfully filmic feel of the game, you're going to feel rather short-changed. And, despite a cracking opening scene that throws you directly into confrontation with a huge boss character, the rate at which the game throws enemies at you is simply unrelenting – at least until you reach the



△ The notorious camera doesn't want to get behind you, here.



△ Some precise cog-jumping required, here. Not easy.

That white jewel is a save point. Use it!



△ Castlevania features many mid-level boss types, such as this charming fellow.

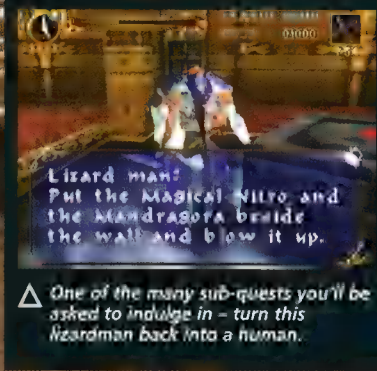
△ Ouh, that's got to hurt. Nice spot of amppit chewing, there.

△ A nice big statue. At least Drac's got the interior decorators in.

bowels of the castle. You yearn for just a few minutes of peace to take stock, do a little exploring and soak up the atmosphere. And the Labyrinth is possibly the single most frustrating game segment we've ever played.

But, for all that Castlevania does a bit wrong, there's still lots to love. It has – let's be honest – failed to live up to the high expectations that it set itself, but it's still a relicking adventure that charms and shocks in equal measure. As such, it's jolly good fun, but misses being truly great by a nose.

JES BICKHAM



Lizard man! Put the Magical Nitro and the Mandragora beside the wall and blow it up.

△ One of the many sub-quests you'll be asked to indulge in – turn this lizardman back into a human.



8 VISUALS

A great eye for detail, and tremendous bosses, but rather fuzzy and foggy in places.

8 SOUNDS

Wonderful, cinematic, spine-chilling tunes, and spot-on effects.

7 MASTERY

In concept, very much a Nintendo game, but let down – badly – by the camera.

8 LIFESPAN

Play it on a harder difficulty setting and it'll see you through. And the two characters help, too.

VERDICT

Vamp-filled fun, that is by turns smashing and wrist-slashing frustrating.

82%



BEETLE RACING AD

Beetle Adventure Racing			
ELECTRONIC ARTS			
	2nd April	96M Controller Pak 4 PAGES	1-4 Rumble Pak
£40			

Stashed with shortcuts, it's the racing game that's also an adventure. With Beetles.

What is it about Americans that makes them unable to make a racing game that doesn't feature a commentator yelling such inanities as "Radical air!" or "Bodacious moves!" every time the car leaves the ground (which it inevitably does on a regular basis, spending almost as much time gliding uncontrollably through the air as it does on the tarmac)?

Beetle Adventure Racing is the latest graduate from the love-them-or-loathe-them school of American wacky racing whose most notable alumni include *Rush 2*, *Top Gear Overdrive* and *Cruis'n World*. Make no mistake, you'll believe a car can fly! The way *Beetle* differs from the others is that it involves almost as much Adventure as it does Racing. The six courses are riddled with shortcuts and alternative routes, some which will save you

time, others that are just there to provide a nice bit of additional Sunday driving scenery. Even if you try to find the quickest way around the tracks, the later ones still threaten to break the ten minute barrier for a three-lap race. It's about as far from *F-Zero X* as it's possible to get. It's also very pretty to look at, thanks no doubt to the fact that it was developed partly by Paradigm – the folks behind *F1 World Grand Prix* and

BATTLE OF THE BUGS

Beetle battle mode is a strange four-player addition to the main game, the aim being to be the first to collect five different coloured ladybirds from around a large arena. The ladybirds change colour at regular intervals, so collecting the full set can be a tricky business – especially when you've got three other players zooming around the place with the same objective in mind.

To help you gain a tactical advantage there are a number of regenerating weapon crates scattered around the place. Missiles are the most obvious of the power-ups, and there are guest appearances by mines and invulnerability. One of the crates draws an impenetrable veil of fog over your opponents' screens, and the best one of all steals ladybirds from the other Beetles at random.

It isn't great fun to play though, because the Beetles aren't the ideal kind of vehicles to go skidding around trying to grab items. Something like Mario's kart would have been fine, but the Beetles are way too sluggish, meaning that you have no chance of hauling the things around if you miss an item by a hair's breadth. And just like the solo adventure game, a multiplayer battle takes a long time to complete.



▲ Next to the ladybird icons is the health meter – careful now.

▽ You can choose from any of the Beetles you've collected.



▲ The underground car park is about the best of the battle arenas. It can all get a bit tedious though.



Box clever

You'll find these little numbered crates scattered all over the adventure racing world. The ones by the side of the main roads are worth two points, and the ones in the most well-hidden secret routes are worth up to ten. Earn more than 50 points and you get a continue. A maximum 100 gets you a special bonus (a car, for example). It's a fine idea, as it means you have to explore every possible shortcut and take a different route for each of your three laps in order to get a maximum score. And it's incredibly difficult – since most of the



▲ Two down, only 58 more to go.

▽ Show no mercy to the boxes - it's the only way you'll get those bonuses.



alternative routes actually slow you down, finding every hidden crate and finishing well enough to qualify for the next race is a pretty severe challenge.

BUDDY L

If you find yourself falling off the track on a regular basis, the L button will be your new best friend. One swift tap (jamming the left side of the pad into the nearest solid object – usually Jes – worked for us) and your car will be magically transported back onto the track with no ill effects other than a minor loss of speed. If you press L when you're on a side track you'll be warped ahead to the main road.

7 VISUALS

Mightily impressive, but we've docked it a point for the huge black borders running all the way around the screen.

7 SOUNDS

Car noises and music and an American commentator. Par for the course.

7 MASTERY

There's very little pop-up and it handles as robustly as it looks.

8 LIFESPAN

Only six courses, but they're absolutely huge. It'll take a long time to see everything the game has to offer.

VERDICT

The racing equivalent of a shoot-'em-up: Fast and immediate, nothing too taxing, and something you'll keep coming back to for the occasional blast.

81%

MARTIN KITTS

VENTURE

Pilotwings. There are some amazing effects to marvel at, particularly in the desert level's pyramid, where towering pillars are reflected in the polished floors and eerie shadows play across the ceilings. Since there's so much to see, the effort expended in seeking out all the various routes is usually rewarded with a glimpse of some kind of visual treat, as well as the simple thrill of battering through what you thought was a solid wall and heading into an entirely new section of track. Strangely, most of these tricky 'shortcuts' cost you at least two places in the race by the time you rejoin the procession of Beetles.

The game handles in a typically solid American fashion, although it's thankfully nowhere near as spongy as the Rush games. The cars can be coaxed into sliding around corners once you've unlocked some of the nippier versions, but you don't often need to since most of the courses consist of wide open roads. When you do hit something, your car pushes against it as if

trying to force it aside, before eventually sliding off and continuing on its merry Beetling way. Realism takes a back seat throughout, and yes, the tyres do leave flaming tracks o'fire whenever you pick up a nitro.

VISUALS ...towering pillars are reflected in the floors and eerie shadows play across the ceilings.

Funnily enough, despite the name of the game, the computer Beetles don't seem all that interested in racing you until you get out in front of them. They keep a sensibly safe distance between each other, and slow down to wait for you if you have an accident. Then once you've worked your way to the front it's impossible to shake them off. The lead computer car stays a couple of seconds behind you and, if you make a mistake, the entire VW wagon train

pelts by at 130mph, leaving you playing catch-up from last place again. At least it means that a race is never a lost cause until the last quarter, but it's disheartening to know that no matter how fast you're going, you can never build up any kind of lead.

Still, if you're a fan of American-style driving games then this is the best yet. It's faster and smoother than its rivals, every bit as good to look at as Top Gear Overdrive, and much more fun to play. Shame about the lack of Expansion pak support and the borders in the PAL version, but you can't have everything. If V-Rally left you cold, Beetle Adventure Racing might be the all-frills driving game you've been looking for.

PREVIOUSLY IN N64 We previewed Monaco Grand Prix in issue 26 when it looked considerably less than lovely.



Monaco World Grand Prix
UBI SOFT

Out now	96M		1/2
	Controller Pak 8 PAGES	Bridge back	Ramble Pak
£40			

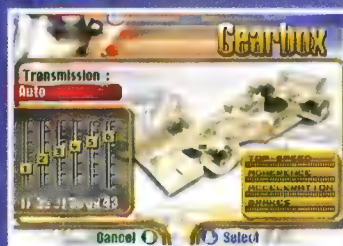
MONACO GRAND PRIX RACING SIMULATOR

DO IT YOURSELF!

You're not going to get anywhere in *Monaco Grand Prix* unless you understand how your car works, and how tweaking all the bits that make up the car can improve your four-wheeled friend's performance. Raining. Is it? Well, some different tyres might help. Need to go a bit faster? Well, why not reduce the angle of your wings. Let's have a look at how some of it works...

GEARS

Naturally, you can choose automatic or manual, and wibble around with the ratios – which means you can affect how long it's going to take you to get to top speed, be it for immediately better acceleration or longer-lasting velocity, and every minute possibility in between.



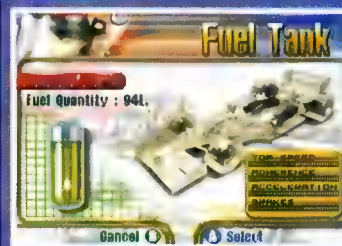
WINGS

The wings – or fairings – of your car determine both grip and speed. Lower the wings and you'll go faster, raise them and you'll slow down but have less chance of a spinout. (Or "oversteering it!", as James likes to yell, as if he knows what he's doing.)



FUEL

Once you know a particular track inside out, you can gauge roughly how much fuel you're going to use in a race, given the number of laps you're going to do. Thus, choosing to carry less fuel makes your car lighter, and a bit faster. Simple, eh?



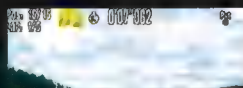


CANDID CAMERA

Although the first-person, in-car view is usually best for racing games of this type, by far the best choice in Monaco is the third-person view. Pulled out just far enough away from the car, it offers a great view of the surrounding track and any upcoming corners, and is therefore N64's Camera Recommendation of the month. You won't want to play the game with another one. We promise.



△ The Monaco track itself, fiendishly difficult, no matter how good a driver you are.



△ THAT corner. Almost impossible to navigate successfully.



△ The Greenest Grass in the World. And lots of grass.

△ Plenty of long straights, there. And they're always great fun.



△ Spinner! this happens a lot if you're James. The spinner.

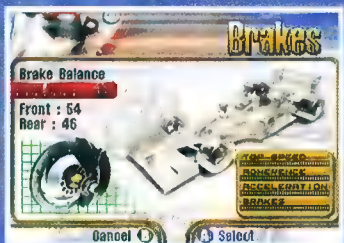
△ This view isn't terribly good. See the ghost hands!

RIX ION 2

Bit of a mouthful, that. But so is *MGPRS2*, so we'll settle for Monaco. Vroooooom! (Cough.)

BRAKES

The brakes, conveniently, are divided into front and rear sets, and can be adjusted so that you've got more braking power applied to one or the other. Unfortunately, they're linked in direct ratio – so the more brakes you apply in the front, the less you'll have on the back. Okay?



△ Hit the grass and you'll go all over the shop.

△ The blue car's in the lead. Good for him.



So, the N64 hasn't got many top notch racing games, eh? Nonsense. Although, until *Smash Bros* is granted a PAL release, we're still short of a truly great beat-'em-up, the driving sector of Nintendo's gaming library – always a bit undernourished – has, of late, been splendidly catered for. From the rigorous, tuburistic, light-speed shenanigans of *F-Zero X*, to the rugged off-road charms of *V Rally 99*, we're finally got a selection of top-hole racers... plus, of course, there's *F1 World Grand Prix*, a stunningly realistic approximation of classic racing-line action.

And now, along comes the cumbersome (and confusingly) named *Monaco Grand Prix Racing Simulation 2*, making life rather tough for itself by attempting to go head-to-head with a game that scored 93%. From the early versions of the game that we've previewed, *Monaco* has always looked like it was going to come in at a pretty shabby second place, cursed by sub-standard graphics, awful AI, and, well, being just generally below-par.

We weren't, therefore, expecting much from Ubi Soft's latest, the day that we received the finished cart. And so, imagine our surprise when *Monaco* turns out to be, if not quite an *F1 WGP* beater, then at least a game that tries its damndest to be a viable alternative to Paradigm's game. Which it does, by virtue of being pretty darn good. It's also a tenfold improvement over 1997's *F1 Pole Position 64*, also by Ubi Soft, which was as pedestrian a



WEATHER OR NOT

During races in Monaco, you'll be told that it'll either be sunny, raining, or that there'll be a certain percentage chance of precipitation, as men with cardigans so often like to say. However, if you're told that there'll be, say 25% chance of rain, it will *actually* rain for a quarter of the race, allowing you to make provisions by stocking slicks in the pit. Good, eh?



TWO OF A KIND

Monaco Grand Prix and F1 World GP, then. Both are Formula One games and both are quite different – and, if you've already peered at the score (cheats!), you'll know which one's better. But let's compare the two in a closer fashion...

TRACKS

Both games, of course, use real-life tracks, closely modelled on the definite article. Monaco has 16 tracks, F1 World Grand Prix has 17 plus a bonus course. Oddly, though, Monaco appears to have rounder, smoother corners on its tracks. Which is nice.



Monaco Grand Prix Racing Simulation 2. A big name, and no mistake.

△ F1 World Grand Prix. It uses the real names, you know.



NAMES

Of course, the tricky problem of licensing. Would the F1 game really sell if they had to use R. Gaggas? No. So a licence is important, and F1 World Grand Prix is the game with the rights. Monaco has to make do with M. Colyart and W. Hummiger.



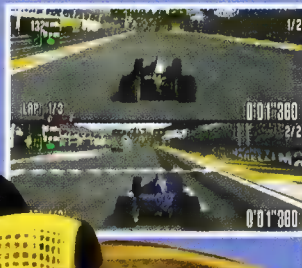
D. Hill. Sounds a bit like, well, D. Hill. But it's not quite the same is it?

△ Hasn't he got an odd-shaped head? Terribly square. But – oh! – what a driver. Man.

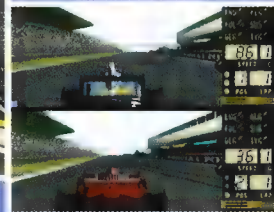


MULTIPLAYER

Both games possess a head-to-head mode – but, crucially, which one is more fun, eh? Well... it's Monaco's. The Soft's emphasis on slicker, slightly simpler racing action is more suited to multiplayer fun, and easily tops F1's slightly staid simulation emphasis.



△ Fast, and greasier than an oiled spider monkey.



△ The cars are a bit boxy, aren't they?

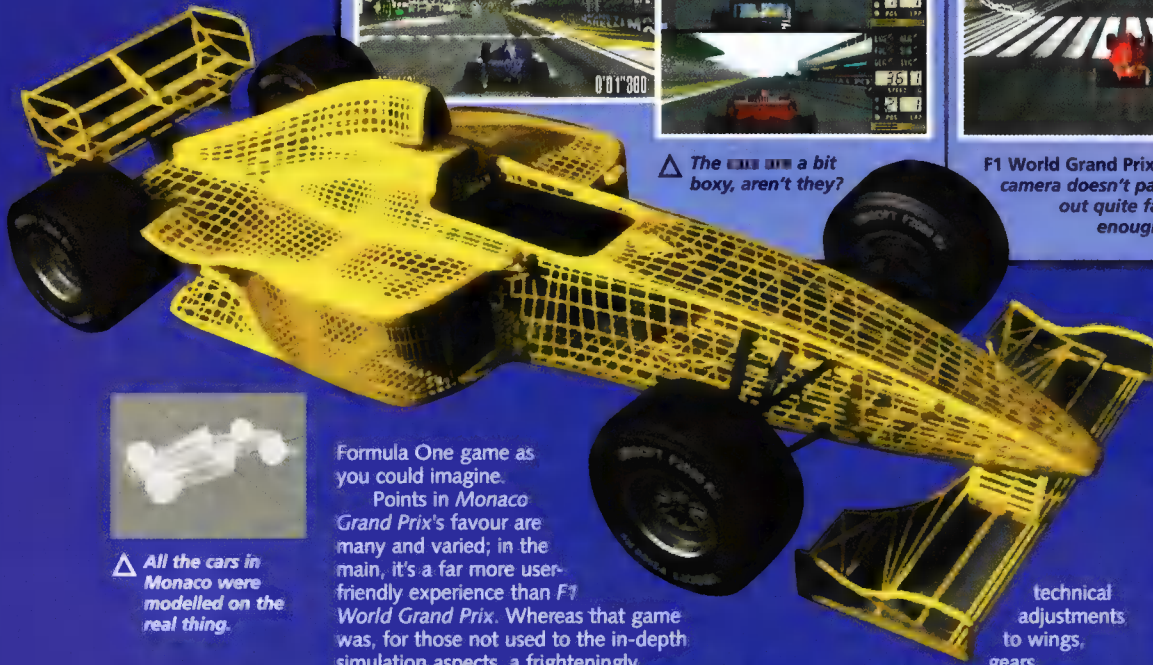
MONACO

The real test of any Formula One game worth its salt rests on two things, both on the Monaco track: the tunnel and that corner. F1's corner is so realistic that driving round it feels as difficult as it would in real life, whereas Monaco has the best tunnel.



F1 World Grand Prix's camera doesn't pan out quite far enough.

△ Nice tunnel, that. Shame about the face. Oh, hang on, wrong song. Hnnnnng.



△ All the cars in Monaco were modelled on the real thing.

Formula One game as you could imagine. Points in Monaco Grand Prix's favour are many and varied; in the main, it's a far more user-friendly experience than F1 World Grand Prix. Whereas that game was, for those not used to the in-depth simulation aspects, a frighteningly complicated place to be, Monaco's equivalent set-up has been streamlined for maximum ease, and it works superbly, without compromising the need for minute

technical adjustments to wings, gears,

suspension, and so on. Rather neatly, and wonderfully helpfully, a chart illustrating your car's various attributes (speed, braking, etc.) is included, showing what

effect every tweak and change made to your default set-up has. It's completely idiot-proof, easy to use and splendidly effective, allowing you to play the game as deeply, or as simply, as you want to.

Which is a fair indication of Monaco as a whole. Much more so than F1 World Grand Prix, Monaco allows you to play in a simple arcade style, sacrificing the complex intricacies of Formula One racing for basic button-down acceleration speeding. Braking, of course, is as important as it's ever been in an F1 game, but choosing 'Easy' over 'Simulation' makes for some immediate and enjoyable, if essentially lightweight, fun.

This ease of use is especially relevant in the two-player Duel, which is a surprisingly fine effort for a straight racing game – usually, simple car-on-car action lacks the bellowing hysteria that games like Mario



△ You're stuck with the colour of that car. Shame, that.



△ The tyre tracks show you the exact racing line to take. Good, eh?



△ James, when he's late for work, pretends to drive one of these.



△ Whether in first or third-person the camera is a vast improvement on F1s.



△ One of the lovely replay camera angles. Very nice indeed.

Kart are capable of setting up. Which isn't to say that Monaco does invoke hallowing hysteria, but it's an absorbing enough slice of friendly contest.

All of which is perhaps symptomatic of transmuting Monaco from the PC original, where it first appeared in the second half of last year. On the PC, it was a quite horribly complicated affair, appealing to the kind of people who think in numbers and ratios. The game has been considerably simplified for the console market, even though, as we've said, there're plenty of engine-linkery options.

The main single-player element of the game, the Career Mode, is a marvellously comprehensive affair, that sees you start with a bog-standard machine, upgrading it through winning races, and entering the Grand Prix itself, complete with weekend practice and qualifying races. Monaco will

trump Paradigm's game by focusing solidly on your car and refusing to swing out wildly on sharp corners. It seems that, at last, Ubi Soft have truly got to grips

you can change the drivers' names, you can't change the names of the teams, which is odd. And the colours of the teams and their cars is disappointingly wrong, and also unalterable. And, the specific names of the tracks are conspicuous by their absence – what you get is plain old Germany, Britain, Belgium and so on.

Despite such faults, though, Monaco Grand Prix Racing Simulation 2 is a rattlingly good game. It's the brash and enthusiastic younger brother to F1 World Grand Prix's deeper, sober, older sibling. It certainly delivers in the F1 thrill stakes but, crucially – and ultimately – it's unable to compete with the depth, complexity and challenge that Paradigm's game provides, leaving it to coast in as a close second.

JES BICKHAM

VISUALS ● The graphics are clean and crisp without a hint of fogging, pop-up or dropped frame rates.

certainly last you a long time, should you put the time and effort in.

Elsewhere, you'll find clean and crisp graphics, without a hint of fogging, pop-up or dropped frame rates – it hardly ever gets jerky and actually, at times, looks better than F1. The camera, in particular,

with the N64 and played successfully to its strengths. Add to all this well-implemented analogue control and you'll find Monaco to be an exhilarating ride. Of course, unfortunately, Ubi Soft don't have the right to the official FIA licence, so all the teams and drivers are made up. Although

PLAY IT AGAIN...

We can reveal to you – because, hey, we're good, good people – that work is due to begin very shortly on a sequel to Monaco Grand Prix Racing Simulation 2, with the programmers moving to Ubi Soft's Monaco raffines in Carthage. There are also PlayStation and Dreamcast versions of Monaco due for release around the same time as the N64 one – the PSX game looking decidedly inferior, and the Dreamcast one looking, well, lovely, but not offering anything significantly better than the N64's.



8 VISUALS

Smooth, clean and entirely free of fog and pop-up.

6 SOUNDS

Bee-in-a-bottle engine noises and some, er, "tunes".

7 MASTERY

Plenty of F1-style tinkery and options. And cars.

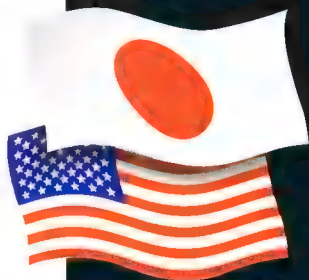
8 LIFESPAN

The Career Mode will last you months, and the multiplayer is surprisingly good.

VERDICT

The result of a lot of hard work by Ubi Soft, Monaco is fast, furious racing fun.

87%



PREVIOUSLY IN N64 *WCW Nitro is dump. Hence us never bothering with it.*

WCW

The games reviewed from this page forward are so far only on release in Japan or America. Because N64 is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

IMPORT ARENA

IMPORT



NITRO



△ Headlock. If all else fails, just go and break their neck. Miss Elizabeth. Bit of a slapper, but she's got a heart of gold.

WCW Nitro			
THQ			
	Out now	96M	1-4
	Spring	Controller Pak 1 PAGE	Bridge back Playable Pak
\$50 (approx £35)			

Potential Warzone beater or dodgy PlayStation conversion? Umm...

POMP? PUMP, MORE LIKE
Subjectively, the pomp and ceremony that typifies wrestling is either despicable or delightful. No matter your opinion, though, you expect a wrestling game to reflect the presentational values of your average wrestling broadcast. *WCW Nitro*, however, is a tad 'minimalist'. A bout begins with a quick camera pan to encompass the ring before the fight begins. After a fight has concluded, your man waves his arms in entirely expected (but strangely muted) manner, while on-screen text informs that you've won, and you're off to the next round. The switch is instantaneous. Why do developers so rarely strike a happy medium with such ceremonial niceties? You either get hours of song and dance that you can't skip and don't want to watch, or nothing at all...

THE CAMERA LIES



△ Kicking women in the face isn't generally acceptable. Except in this case.

▷ Good camera work, this. Good, that is, in the very loosest sense of the word, i.e. dump.

Whilst wrestlers tend to look like either, a) your Dad embarrassing himself at a disco, b) a dumb hick, or c) someone recovering from an industrial accident, when you buy a wrestling game, you expect at least to see their ugly mugs. *WCW Nitro*, though, positively enjoys obscuring your view with an atrocious camera that frequently slips behind the ropes, or adopts a wobbly, unconvincing perspective to the side. There are even instances when, having popped out of the ring for a quick tete-a-tete, both fighters disappear altogether. Shocking.

Being a 'fan' is not an easy business. It's no coincidence that 'fan' is short for 'fanatic' and if you become one – no matter what your chosen fan matter – you've got to develop a special brand of patience. This is the only way that people can support Scunthorpe Utd, for example, or accept that loved ones break wind or spend half a day trying to fix a Mini. It's also why wrestling games always seem to flourish despite the fact that they're usually not *that* good. Wrestling has a lot of fans, you see, and, as a result, there's just a smidgeon of blind devotion going on.

WCW Nitro is, alarmingly, a 'slightly updated' conversion of the similarly-monickered PlayStation game released last year. The PlayStation press were not fond of it. In fact, even the wrestling-mad Americans suggested copies are best placed downwind or, better still, on a fire. Despite tweaks, and the odd touch o' the scalpel in an aesthetic context (and not in a 'stabbing to death' sense, alas), this N64 version is *equally* flawed.

Developers Inland Productions obviously believe that packing a fighting game with stages and participants somehow makes it better than lesser-populated equivalents. *WCW Nitro* has loads of characters – at least 64, or so we found – and plenty of locations, some of which are specially 'themed'. By completing its tournament mode with a particular fighter, you can unlock yet another, up to a maximum of four per person. It's a system that promises a degree of longevity. It categorically, absolutely, positively doesn't provide it, though – and for one simple reason.

Think of, say, any fighting game you care to mention. Now, while many characters possess similar attacks, each also boasts a number of indigenous assaults. These are attacks that they, and only they, can perform. In *WCW Nitro*, the vast majority of its wrestlers have THREE, yes THREE moves of their very own. All other attacks are available to anyone familiar with the button sequence, bar a couple that apply to 'large' or 'small' fighters.



TEAM WRESTLERS
Wrestling? Signature moves and poses? The N64 team are fully au fait with that lark. Indeed, while not writing N64-related copy, fighting crime and baking, some of us rather enjoy a spot of wrestling. And, as a despera... ahem, *humorous* aside, here are our character profiles...



James - The Mini Maestro

Drives his beloved Mini into the ring, over his opponent, and off into the sunset. "The fights are easier since I fixed the windscreen wipers," he says. Silences 'cheat'-like accusations with his patented Ashton Stare™.



Tim - The Swarmaster

A favourite with old ladies and children, who delight in chanting his catchphrase, "Arse!"™, during bouts.



Jes - The Aquafier

Sends opponents' brains into atrophy with a quick bar of 'Barbie Girl'. Known to use the refrain from 'Dr Jones' as a grisly, *Mortal Kombat*-style finishing move.



Andra - Sub Zero

Never fought a bout - hence the 'zero' - because everyone is too chicken.



Wil - The Wizard

Turns opponents to stone with his mystical chants: "Would anyone like a game of mah jong?". Also known as Barnetofhighness by fans in the Philippines, where his hair is worshipped as a God.

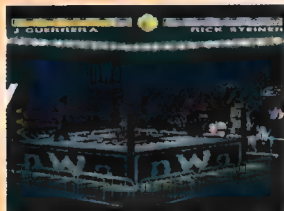


Martin - The Lectorcutioner

Favours tag-team wrestling. Brutally murders his opponents before ripping the face from one, placing it over his own as a 'disguise', and savaging his partner, too. Competes with Tim in the affections of the lucrative Old Lady crowd.

SCRAP, SCRAP, SCRAP...

So, do videogames encourage violent behaviour? Yep. After hours upon hours of play, we



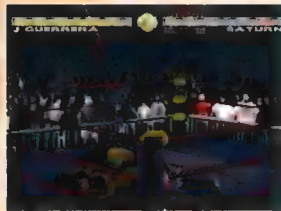
△ This is the 'clamber to the top of the pillar' move.

took great delight in drop-kicking our copy of WCW Nitro against a handy wall. But we



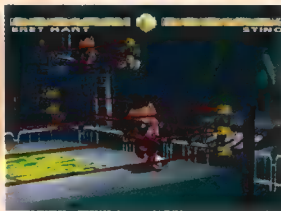
△ There's a healthy dose of 'bouncing from ropes'...

digress. As a wrestling game, WCW Nitro has to adhere to rules set by its real-life subject



△ And... ahem... Um... a 'pinning' move. Yes. Um...

matter. This means that the majority of moves should be a close approximation of their



△ The 'bounce your opponent on his head' move. Nice.

IT TAKES FOUR, BABY...

For many sub-standard games, 'multiplayer mode' equates to 'partial redemption'. This isn't the case with WCW Nitro. Selecting multiplayer - and finding four pads - is the lull before a storm of expletives. 'This is crap!', you'll cry. And you'll be right. For some misbegotten, mystifying reason, Nitro's four-player mode moves at a veritable crawl. More 'r-u-m-b-l-e...' than 'RUMBLE!', it's a shocking demonstration of shoddy coding. Here's a brief resume of the h-o-r-r-o-r-s that await the unwary buyer...



△ "They shuffle like the undead!" cried Jes. And he was right. These are s-l-o-w folk.



△ See the man flying through the air? It took him FIVE HOURS to land. No, really.



△ Can we point out that Saturn was controlled by Martin? Ha ha ha...



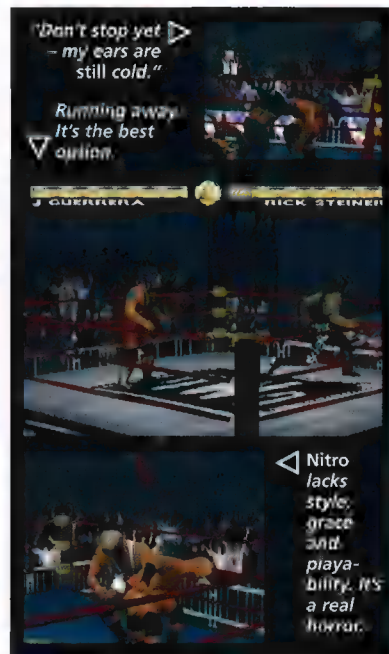
△ To enjoy this, you've got to have the attention span of, say, continental drift...



△ An interesting cheat: By selecting the Turbo ring, you get extra speed! It works!



△ Of course, there's always two-player tag-team wrestling. But that's naff too...



△ Nitro lacks style, grace and playability. It's a real howler.

▶ Bar their respective, largely recognisable countenances, WCW Nitro's cast are soulless, derivative fellows. If you intend to complete it, you have to win its Tournament mode 48 times with what is, if we're brutally honest, pretty much the same fighter. This N64 conversion has, get this, *less* moves than its PlayStation equivalent, because Inland Productions took the money and ra... ahem, didn't have enough memory to fit them in. Pathetic.

If Nitro were to have an impressive fight engine, it's possible we could forgive (but not necessarily forget) the above problem. But, unfortunately, it doesn't. It's hard to know where to start picking faults. Should we mention the suspiciously well-choreographed nature of certain moves? In some instances, you perform a throw and actually see your opponent shuffle apologetically into position so that it works. Now that is feeble.

Some of WCW Nitro's moves do, on occasion, convey an admirable feeling of 'weight'. Disturbingly, though, you or

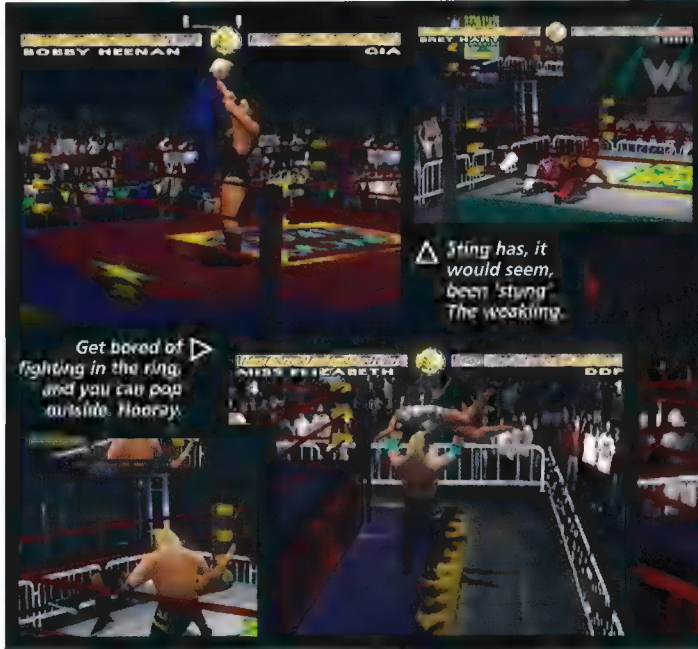
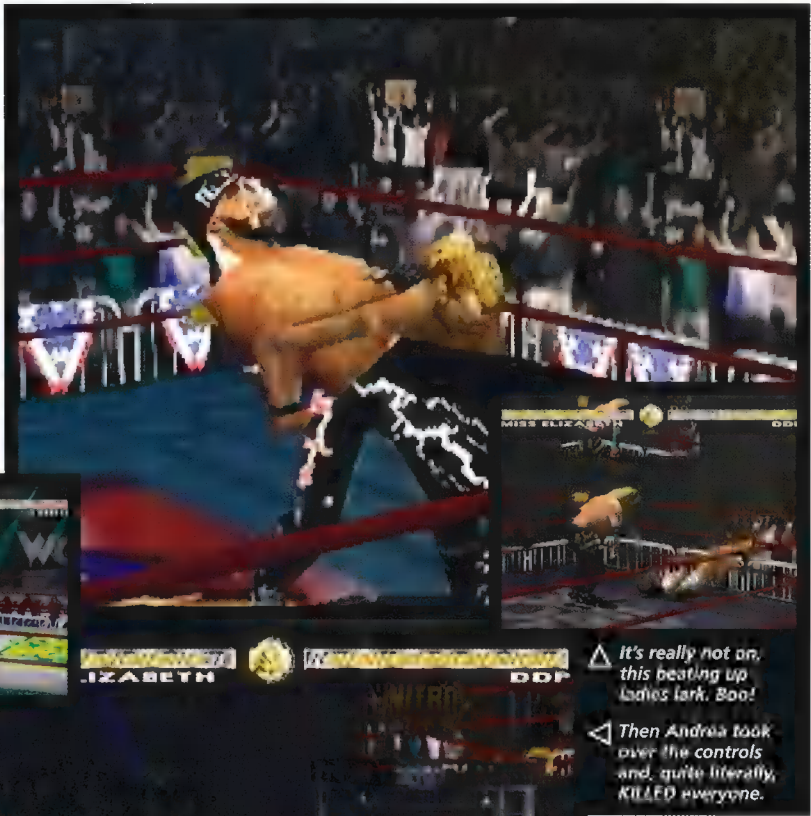
infinitely more sweaty counterparts, and at least partially convincing. So are

they? We examined the following requisites...



△ The 'lie down and have a nap' move. Or so it seems.

△ The 'Right, I'm off to star in Warzone'. The best move.



△ Sting has, it would seem, been 'stung'. The working.

Get bored of fighting in the ring, and you can pop outside. Flooray.

△ It's really not on, this beating up ladies lark. Boo!
△ Then Andrea took over the controls and, quite literally, KILLED everyone.

your opponent are literally invulnerable while performing an attack. You can't grab someone while they're performing a kick or slap. Your hand simply passes through their ample frame, totally dispelling any illusion of solidity. In effect, you almost take 'turns' to perform throws.

intentions in mind, the additional speed merely highlights the arbitrary nature of any given bout. It doesn't matter which moves you use. Instead, basic reactions dictate the outcome of any bout - if you're fast with your fingers, success is almost assured.

is awash with 'I AM HOLLYWOOD HOGANI!', you're far less likely to notice that his on-screen representation is shuffling in an 'après pants accident' kind of way.

There are so many better wrestling games that WCW Nitro is easily ignored. Indeed, the most fun we had with it was during a bout with one certain Mr Hogan. Performing throw after throw, our manic chuckles were punctuated with cries of 'This one's for Mr Nanny!' and 'Suburban Commando! You git!' And then something occurred to us. Most videogames are a serious business, right? There aren't many games that make you smile, no matter how much you're enjoying them. But there is an appreciation that, well, you're having fun. Bar a moment exacting personal 'revenge' upon an actor's digitised form, our (ample) time with WCW Nitro was little more than hours spent repeating mechanical button sequences. Enjoy? Oh, how we didn't.

JAMES PRICE

MASTERY

It's just so horribly basic, and tangibly dated. WCW Nitro may be a fully-3D game released in 1999, but it's pure 1990 in design.

Understandably, you're left muttering 'Sod this for a lark,' rather than 'After you, dear sir'.

It's just so horribly basic, and tangibly dated. Yes, 'dated'. WCW Nitro may be a fully-3D game released in 1999, but it's pure 1990 in design. Inland Productions have made this N64 version faster than its PlayStation equivalent. A decision made in good faith with, no doubt, the right

Now, if you really, really, really like wrestling, it's possible that you'll want to play 'properly'. But, to be frank, we can't see the bloody point? WCW Nitro is akin to 16-bit forebears in more ways than one, because it desperately needs its players to have a keen imagination and a love of wrestling. Why? Because such attributes would, metaphorically, paper over its many cracks. If your mind

4 VISUALS

Adequate, and rarely convincing. The number of different fighters is impressive, though.

4 SOUNDS

Sounds? It has them. It makes them. They're not great.

2 MASTERY

Ha ha ha. You jest? (No, not you, Jes. Go back to your desk...)

4 LIFESPAN

Plenty of characters to find. But 'bother' and 'why' spring to mind...

VERDICT

Why would you want to bother with this worse-than-sub-standard PlayStation conversion when there are at least two miles better alternatives? Avoid this like the plague.

42%



All your votes are in, we've spent a week counting them – only now we can reveal the results...



THE 1999

N64

MAGAZINE

WHSmith

READER AWARDS



So then, you've had a year of us telling you what we think. Now it's your turn. The WHSmith N64 Magazine Reader Awards are your chance to have your say – tell us which games you've lost sleep to over the past year, the one's you've racked up the high scores and fast times on, and the ones you've enjoyed the most frantic multiplayer games with.

We had well over a thousand ballot papers arrive in the office – far more than last year's vote. Along with the top 20 that we arduously calculated from your votes, we've also awarded some specific prizes based on that top 20. There were some great games released in 1998 and the competition was intense. When we handed out the prizes to representatives of the winning game publishers some of them almost smiled...



How it worked



We asked you to list your five favourite games from 1998 in rank order. The only games eligible were those actually released in 1998, so titles like *GoldenEye* and *Mario Kart 64* weren't in the running.

Once we'd got together all your ballot papers we started the counting. The game ranked first on each slip was awarded five points, with each successive game in the ranking getting one point less (four for second, three for third etc). When all the papers had been counted, the scores for each game were tallied up and a top 20 produced.

Ballot papers voting for ineligible games weren't discounted completely – the votes for the non-1998 games just weren't included. Our voting slips also asked for your tip for the best game of 1999. We had some strange answers, but we did our best to count them all up and produce the definitive N64 Magazine readers' 'most wanted' list.

And if you missed any of the top 20 games, check out your local WHSmiths where the whole chart will be specially marked up for easy reference. Sweet, eh?



Near misses

They got votes but they weren't eligible...

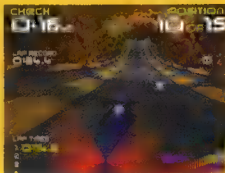
GoldenEye

Great but released in 1997.



Wipeout 64

Never made it out for '98.



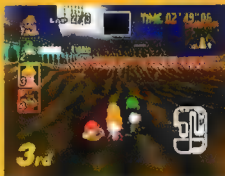
South Park

Delayed until after Christmas. Misguidedly tipped for the top in '99 by some.



Mario Kart 64

Timeless, but another survivor from '97.



Whoops

The five lowest scoring games this year have been...

- Jeopardy • 9% • N64/16
- Aero Gauge • 10% • N64/12
- Pachinko World • 12% • N64/13
- Off Road Challenge • 21% • N64/19
- Bombberman B•Daman Battle Phoenix 64 • 23% • N64/20



BEST SPORTS GAME

International Superstar Soccer '98

Publisher: Konami

Reviewed: Issue 20, 92%



Only the greatest games deserve sequels, and there can be no doubt that *ISS '98* is a more than worthy follow up to *ISS64* – one of the N64's very first games. Keeping all the fast, fluid and imaginative football that marked out the original, the '98 version overlaid the lot with some beautiful subtleties and graphics to die for. It's only fault is its clumsy league option (and the lack of an official licence of course). Expect a '99 update which makes use of the graphics-expanding capability of the RAM pak.

A console's best friend, the sports game is easy to rush out but difficult to perfect. It must accurately represent its chosen sport and still work as a great console game. It sounds easy, but anyone who's suffered at the hands of a terrible sports sim will tell you – it's not as easy as it looks.

Also nominated:

1080° Snowboarding

Publisher: Nintendo
Reviewed: Issue 21, 89%
The finest snowboarding game on any system. The more you play it the more you love it, making it one of '98's slow burning titles.

World Cup '98

Publisher: Electronic Arts
Reviewed: Issue 16, 73%
A brave snatch at Konami's crown sees the licence-to-bleed for finally attached to a game more worthy of the N64's greatness.

Kobe Bryant in NBA Courtside

Publisher: Nintendo
Reviewed: Issue 18, 90%
One of Nintendo's first American sports games and it's certainly got what it takes. Basketball just lacks mass appeal in the UK.



BEST SHOOT-'EM-UP/ACTION GAME

Turok 2: Seeds of Evil

Publisher: Acclaim

Reviewed: Issue 21, 95%

There could be only one this year. While *Turok 2* has its faults, for sheer scale, murderous weaponry and blood lust it just can't be beaten. More should be expected for '99's sequel – particularly when it comes to level design and mission objectives – but for the time-being you're all more than happy with your Cerebral Bores and Styrcosauruses.



This category covers practically every game with guns in it and there could really be only one winner. While the N64 has a reputation for cuddly games, it also has some of the most frenetic. This year *Turok* and *Body Harvest* spilt the most blood and there wasn't a scrap of fun fur to be seen in either.

Also nominated:

Body Harvest

Publisher: Gremlin/DMA Design
Reviewed: Issue 22, 91%
For sheer variety and cleverness, *Body Harvest* stands proud. There is soooo much to do here and so many brilliant touches. Criminally ignored in the *Zelda* hype. Buy it now – it's only £29.99!

Forsaken

Publisher: Acclaim
Reviewed: Issue 16, 87%
One of the N64's finest looking games of early '98. *Forsaken* should have been far more popular than it actually was.



MOST ORIGINAL CONCEPT

Space Station Silicon Valley

Publisher: Take 2/DMA Design
Reviewed: Issue 22, 91%



We'd had our eye on this way back since the launch of the N64, and we weren't disappointed when it finally arrived. The only game in history to feature exploding 'number twos', and the strangest cast of animals since the lot that missed Noah's sailing time. Cruelly under-represented in the charts – buy it now, you won't be disappointed.



The N64 has always boasted some of the World's most imaginative games and 1998 was no exception. From *The Legend of Zelda* establishing itself as the first great 3D adventure game, to *Body Harvest* attempting to redefine the shoot-'em-up – if it's great new gaming you want, you've bought the right console.

Also nominated:

Body Harvest

Publisher: Gremlin/DMA Design
Reviewed: Issue 22, 91%
Picking up its second nomination and it's a close-run thing. *Body Harvest*'s RPG elements (a Nintendo of Japan influence) help make it a truly refreshing experience, albeit one with the more traditional large explosions still intact.

Mission: Impossible

Publisher: Infogrames
Reviewed: Issue 19, 75%
The will was there to make *Mission* a rival to *GoldenEye* in the spy sim stakes and its nomination in this category is recognition of that. *Mission: Impossible 2*, and the ironing out of some niggles, is a great prospect.



THE 1999

N64 MAGAZINE

WHSmith

READER AWARDS

N64



1999 READER AWARDS

BEST BEAT-'EM-UP/FIGHTING GAME

WCW/NWO Revenge

Publisher: T•HQ

Reviewed: Issue 22, 75%

Not N64 Magazine's favourite, but reader opinion has won through and WCW find itself at the top of the pile. What it lost to *Warzone* in terms of looks it made up for with the sheer variety of options and wrestlers on offer.



The N64 has yet to find its definitive fighter. But this year has been the best yet for ruck representation even though two of this year's nominations have come from the wrestling bench.

Phew, what a scorer!

The top scores awarded by N64 Magazine in 1998 were:

98% Legend of Zelda: The Ocarina of Time

95% Turok 2

93% F1 World Grand Prix

92% International Superstar Soccer 98

91% F-Zero X

91% Body Harvest

91% Spacestation Silicon Valley

90% Kobe Bryant in NBA Courtside

90% Mystical Ninja starring Goemon

90% NFL Quarterback Club 99

89% 1080° Snowboarding

88% Madden NFL '99

87% NFL Blitz

87% Forsaken

86% Yoshi's Story

86% Snowboard Kids

86% Fighters Destiny

85% WWF Warzone

85% Extreme G2

Also nominated:

WWF Warzone

Publisher: Activision

Reviewed: Issue 19, 85%

The slickest of the fighting bunch with a great Create-a-Player mode, Yuana's 1999 follow-up should be one to look out for.

Fighters Destiny

Publisher: Infogrames

Reviewed: Issue 13, 85%

"In a very real sense our Tekken" wrote young Jes in issue 13's review. A superbly innovative points system makes fighters what it is.

BEST PLATFORM GAME

Banjo-Kazooie

Publisher: Nintendo/Rare

Reviewed: Issue 18, 92%

Agreed by most to better Mario's graphics, *Banjo* was the fifth N64 game to come from Brit developers Rare, and their third smash hit. Displaying levels of technical achievement rarely seen outside of Nintendo's own studios, and a beautifully judged learning curve, *Banjo* was undoubtedly the star of the summer.



There was a time when anyone could do a platform game. Since *Mario 64*, though, the stakes have been upped and only the cream of the World's developers can manage something even comparable. Luckily, those are the people developing for the N64.

Also nominated:

Glover

Publisher: Hasbro

Reviewed: Issue 21, 83%

A novel idea and some splendid graphics put Glover in this year's running for best platformer.

Yoshi's Story

Publisher: Nintendo

Reviewed: Issue 15, 86%

A disappointment to many, but it's the hardest of hearts that isn't melted by Yoshi and his uber-cute 2D adventures.

Silicon Valley

Publisher: Take 2/DMA Design

Reviewed: Issue 22, 91%

Picking up its third nomination, Silicon Valley showed that platform games don't always have to be about running and jumping.

BEST RACING GAME

F1 World Grand Prix

Publisher: Nintendo

Reviewed: Issue 20, 93%

What made *F1* all the more enjoyable was that it was such a surprise. Word had it that Paradigm were working on a racing game, but after the disappointment of *Aero Fighters Assault*, we weren't that excited. When we were presented with a finished cart of the finest F1 video game the World had ever seen, though, we just couldn't believe our luck. Outstanding graphics, perfect car control and the best in-car view we've ever seen. Excellent.



At the beginning of '98 you could be forgiven for worrying about the N64's lack of truly superb racing games. A year on, though, and we have at least three great racers. Nintendo's RAM Expansion pak should also mean that games like *F1* only become more realistic. Look out for *Star Wars: Pod Racer* in '99.

Also nominated:

F-Zero X

Publisher: Nintendo

Reviewed: Issue 22, 91%

Another marvellous racing game, only really held off the top spot by its stripped-down, go-faster graphics.

V-Rally

Publisher: Infogrames

Reviewed: Issue 22, 90%

A port from the PlayStation version, admittedly, but the accuracy of its handling makes it a favourite for the more devout driving game fan.



1999's most wanted

You have spoken. Your prediction for the biggest hit of 1999 is, by a long, long way, Rare's follow-up to *GoldenEye* – *Perfect Dark*.

1 Perfect Dark

By? Rare
Released? August
In a nutshell? They spurned the James Bond licence (forget the World Is Not Enough rumours), and chose to use the *GoldenEye* engine for a game of their own. The hero is secret agent Joanna Dark and the plot involves all sorts of sinister goings-on. There'll be a four-player mode, of course, along with all the sorts of secret agent action. **Want more?** Features in issues 21, 22 and 25.

2 Banjo-Tooie

By? Rare
Released? Summer (hopefully)
In a nutshell? More battles with Gruntilda. Plus! We finally get to visit those secret areas in *Banjo-Kazooie*.

3 Super Mario 64 2

By? Nintendo
Released? It looked as if it might be this year. It still could be but will Nintendo confirm anything. Oh no. **In a nutshell?** Luigi's along this time and there'll be a two-player co-operative mode.

4 Donkey Kong Country 64

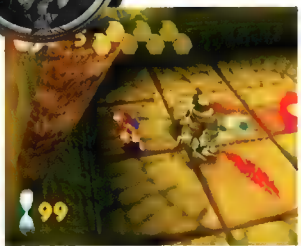
By? Rare
Released? In time for Christmas
In a nutshell? Donkey Kong's SNES adventures continue on the N64. One screenshot is all we've seen. More soon!

5 South Park

By? Iguana US
Released? Out now
In a nutshell? Great licence, shame about the game. **Want more?** Check out the review in issue 25 (73%).



BEST USE OF SOUND



Banjo-Kazooie

Publisher: Nintendo/Rare

Reviewed: Issue 18, 92%

If you go down to the woods today... Rare's use of music in their games has been second to none over their time working on the N64, and *Banjo* was their best yet. Music and effects aren't just background noise, they're integral to the whole game and expand each of the themed levels into a far more convincing whole. *Banjo* even handles the problem of in-game speech in a fun way. Excellent work.

Sound is far more important in games than it might at first seem. Be it the context-sensitive music in *Mario Kart* – it speeds up when you start your last lap – or the superb real-life sampling in *GoldenEye*, sound can elevate a game from good to great, without you even noticing it.

Also nominated:

The Legend of Zelda: Ocarina of Time

Publisher: Nintendo

Reviewed: Issue 23, 98%

A strong soundtrack has marked out every instalment in Link's adventures and *Ocarina of Time* was no exception.

Turok 2: Seeds of Evil

Publisher: Acclaim

Reviewed: Issue 21, 95%

For sheer sound content *Turok 2* was unbeatable. An unprecedented level of in-game and cut-scene speech and some genuinely spooky music.

Body Harvest

Publisher: Gremlin/DMA Design

Reviewed: Issue 22, 91%

Strong effects work and great music were just two aspects of *Body Harvest* that marked it above the common herd.



BEST USE OF GRAPHICS

The Legend of Zelda: Ocarina of Time

Publisher: Nintendo

Reviewed: Issue 23/24, 98%

Could there be any doubt? It's not just the quality of *Zelda*'s visuals that's so impressive – it's the sheer variety of them. There's so much to do and see in the game, it seems amazing that the whole lot has been squeezed onto a 32 Meg cartridge. (Compare this to the 1,800 Megabytes available to the three CD-ROM *Final Fantasy VII*.) Everyone should experience the delights of *Zelda* – it's one of those games that's almost as much fun to watch as it is to play.



The N64 seems to either excel at its in-game graphics or fail dismally with a mess of browns and blurriness. Luckily, this year has seen far more developers get to grips with the N64's tricky internals, producing some of the finest-looking games in the World.

Also nominated:

Banjo-Kazooie

Publisher: Nintendo/Rare

Reviewed: Issue 18, 92%

Surpassing Mario in the field of graphics was never going to be an easy task, but somehow Rare pulled it off. The most colourful game on the N64.

Turok 2: Seeds of Evil

Publisher: Acclaim

Reviewed: Issue 21, 95%

Utilising the RAM pak, *Turok 2* boasted the N64's sharpest, most realistic real-world environments. Great monsters too!

F1 World Grand Prix

Publisher: Nintendo

Reviewed: Issue 20, 93%

The rest of any F1 game is how it handles Monaco's twisty street circuit. Driving around Monte Carlo, just like driving around every other one of the game's 17 tracks, is stupendous.



BEST FOURPLAYER GAME



F-Zero X

Publisher: Nintendo

Reviewed: Issue 22, 91%

For those that thought *Mario Kart* was too 'random', *F-Zero X* comes as the perfect antidote. Only the best racers come home first, but the potential for in-game fighting (in a game without weapons as well) is immense. Turn on the game's slot machine to keep premature retiree's happy and you've got one of the fastest, most skilful, and downright devious, four-player games ever.

Titles like *Mario Kart* and *GoldenEye* are proof that those four ports on the front of the machine aren't simply there for decoration. But making a four-player game requires months of playtesting and subtle adjustments.

Also nominated:

Turok 2: Seeds of Evil

Publisher: Acclaim

Reviewed: Issue 21, 95%

The biggest failing with the original *Turok* was the lack of a deathmatch. *Turok 2* could have done with some more fine-tuning – character speed for instance – but it's still a compelling experience.

International Superstar Soccer '98

Publisher: Konami

Reviewed: Issue 20, 92%

More often played as a two-player game, its four-player attributes shouldn't be overlooked. With some practice, titanic footballing battles can develop. Excellent.

Snowboard Kids

Publisher: Nintendo

Reviewed: Issue 14, 86%

Derided by some for its simplistic characters, *Snowboard Kids* kept the multiplayer fires burning at the beginning of the year. Beware the spamming saucerpans!

WCW/NWO Revenge

Publisher: THQ

Reviewed: Issue 22, 75%

WCW probably has its finest moments in four-player, where the free-for-all nature of wrestling allows for great mate-on-mate rumbles.



THE 1999

N64 MAGAZINE

WHSmith

READER AWARDS

N64



1999 READER AWARDS

GAME OF THE YEAR 1998

(as voted by the readership of N64 Magazine)



The Legend of Zelda: Ocarina of Time

Publisher: Nintendo

Reviewed: Issue 23/24, 98%

The only surprise was how close the final vote was. We can only assume that the reason *Zelda* didn't appear at all on a high percentage of voting slips was because it was released so late in '98, and many people hadn't had a chance to play Miyamoto's masterpiece. When *Zelda* did appear, though, it was almost always in the number 1 spot, suggesting that the people who had managed to get hold of a copy were in absolutely no doubt as to the year's greatest game. For our words on *Zelda*, we'll refer to Mr Bickham's issue 24 review.

"This is a masterpiece, full stop.

A perfect mix of graphics, sound, control, story and one man's vision. Which brings us to the only criticism that there can be about *Ocarina of Time*: One day it will all be over and everything else will seem drab and lifeless by comparison. But... there's so much to do, and so much to see, that you'll be going back through the looking glass long after Ganondorf

has been defeated. To visit old friends, to see the sights, and, always, revel in the wonder of it all. Nothing comes close. Game of the century? Believe it."



8 Jet Force Gemini

By? Rare
Released? It was supposed to be out for the spring, but it's looking more like Summer now.
In a nutshell? Futuristic cartoon blast-'em-up. Three playable characters and some more two-player co-op play.
Want more? Read our Future Looks in issues 26 and 21.

7 Shadowman

By? Iguana UK
Released? May (hopefully)
In a nutshell? The N64's first true horror game. Likely to be an 18 and likely to be very nasty.
Want more? We did a big feature in issue 25.

8 Hybrid Heaven

By? Konami
Released? May
In a nutshell? Political intrigue meets a bunch of very nasty aliens. With RPG bits. Tasty.
Want more? Check out the feature in issue 26.

9 Twelve Tales Conker 64

By? Rare (again)
Released? TBA
In a nutshell? More 3D adventuring. A four player mode's included, apparently, but given that TTC64's been in development for years, we're getting increasingly suspicious.

10 Duke Nukem: Time to Kill

By? Eurocom
Released? April
In a nutshell? See next month's review.

The Runners-up

And here's a list of the other games that appeared most frequently on your voting slips. Any surprises?

2. Banjo-Kazooie

3. Turok 2

4. F-Zero X

5. 1080° Snowboarding

6. F1 World Grand Prix

7. International Superstar Soccer '98

8. Body Harvest

9. Silicon Valley

10. WCW/NWO Revenge

11. WWF Warzone

12. Mission: Impossible

13. Snowboard Kids

14. Mystical Ninja

starring Goemon

15. Yoshi's Story

16. World Cup '98

17. V-Rally '99

18. NBA Courtside

19. Forsaken

20. Extreme G2



N64

Welcome to Club 64, N64 Magazine's total game service for all N64 owners.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64

This month's top guide: ROGUE SQUADRON

Use the force? Pah! These tips and cheats are all you need.

94



MARIO PARTY

Beat your friends effortlessly in this superb multiplayer game.

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TICKLED LINK

Your tips, tricks, songs and favourite bits in *Zelda*.

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Club 64 MAILBOX

More hot N64 topics debated.

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HOW TO...

Rogue Squadron, *Mario Party* and *Zelda*.

94

HELP WANTED!

WWF Warzone gets the reader tips treatment.

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Castlevania, *Rogue Squadron* and more!

108



Dr Kitts with more of his special gaming medicine.

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NINTENDO HOTLINE

Frequently asked *Zelda* questions answered. Result!



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COMPETITION

Win the stuff our binmen didn't nick!

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I'M THE BEST

More scores to make you feel 'this' big.

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Only the best can get in... Which is why Tim and Jes haven't made it.

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Penpals, fanzines and games galore.

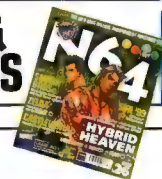
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Club 64 MAILBOX

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Bath BA1 2BW

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n64@futurenet.co.uk

Each month, the N64 Star Letter wins a
G64 Steering Wheel with Rumble Effect
(LMP 0800 0813061).

All other letters printed win a prized N64 badge!



If you don't write-in, you can't have your say. This month the brilliance of *Zelda* is called into question. Controversial!



'Revenge'

I've come up with a brilliant sub-game for *The Legend of Zelda: Ocarina of Time*. You need Adult Link, a bow and Epona to play and the game starts at Lon Lon Ranch. Dismount Epona near the opening in the fence and then go to the corner where the chickens are and start hacking at them with your sword. Once the chicken revenge squad is called into action, run to Epona and climb on. The idea now is to shoot as many cuccos with your bow as possible before you run out

of arrows (while you're sitting on Epona, you're immune to the chickens' attacks).

You earn one point for a cucco on the ground but five for a flying one. If you've obtained the big quiver, that makes a maximum of 200 points available. Good luck!
Michael Kebblewhite, Surrey

Like it. We didn't think you could ever escape the revenge squad. Ed



'Crashes'

I've been experiencing some problems with *Turok 2*. After a couple of hour's play the game crashes and goes black. My friend has the same problem too. We're both using the game with the Expansion pak.

Richard Davies, Rockingham

*There does seem to be some kind of problem with *Turok 2* and the Expansion pak. Rather than an actual bug in the game, we're of the opinion that the RAM pak is overheating. Try playing with the expansion port cover removed and see if that makes any difference.* Ed

expectations might just be a little unrealistic? Ed

'Footage'

Am I the only person in the World who remembers the video footage of *Zelda 64* from Space World 96? It had Link squaring up to a silver guard. Please print some pictures of it to prove I'm still sane.

Andrew Parkinson, Burnley

Here you go then. Ed



'Length'

I'm writing to protest about the length of *Zelda*. Like everyone else, I was very excited about the game, and when it came out I bought it straight away. However, a week later, I'd already finished the Forest Temple and retrieved the Lens of Truth. I've now completed it - all over in one month. I'm not an amazing gamer, either.

Michael Sansom, London

*£4 buys you one ticket and two hours entertainment at the cinema. With £52 you could go 13 times, making 26 hours of cinematic delight (provided you could find 13 films worth seeing, that is). Now are you really saying that you spent less than 26 hours playing *Zelda*? What's more, you own the game now - you can play it through again or even sell it (if you're mad).*

The Legend of *Zelda* took Nintendo - that's the best games development company in the World bar none - three years and many millions of pounds to develop. The fact of the matter is that you're never going to get an action game that lasts longer - it would just be uneconomical to make. It's a pity that you've been disappointed by *Zelda*, but don't you think your

'Quite literally'

While I was watching the *Turok 2* intro demonstrations, I noticed that the people playing were quite literally crap. They had unlimited ammo but hardly took a shot at anything. They also had all the guns on level one but hardly managed to get anywhere.

William Jack, Beckenham

We reckon that they didn't want to take up too much of the cart's precious memory space with a long demo. They could have done a better one and just faded it out, though. Ed



Correction corner

Okay, okay. Nobody's perfect...

In issue 24, page 12 you said that on page 108 there was a section on how to get to the distant island in *GoldenEye*. When I turned to that page, there was no such section.

James Allcock, Cottingham

Well it wasn't just, we'll admit that, get to the island you have to activate the Action Replay (no cheating! right). You need the Action Replay cart, obviously, and the cheat is 0100000000000000. Press the AR button when you want the cheating to come into effect. Ed

In issue 24, I mentioned that on page 12 it says that issue 25 will be available on Friday 28th, but on page 145 it says Thursday 28th today. What the devil's

going on?
Thomas Crotchley, Cheshire

Ed

In issue 25 in the small print at the end of the N64 Quiz it says that entries should be in by the 31st February. There isn't a 31st of February - never has, never will be.

David Mackie, Liverpool

Ed

Why was there a funny blue bar floating around on the information Station page last issue?

Bob Perrett, Wrentham

It broke loose and tried to escape. Ed

'Flaps'

No! Nooo! Nooooo! Don't revert to doing the cover flaps. Issue 25 is already nearly in bits - I've had to sellotape it together. And as for issue 5, well, I'm afraid to touch it. The moral here? Get rid of those flaps.
John Starkey, Devon



Sorry about your disintegrating issue. We'll get Andrea to have strong words with our printers. As for the flaps - their future hangs in the balance. **Ed**

'Job writing'

I've discovered an interest in critical writing and I was wondering how you go about becoming a games reviewer. I'll need to select my study options soon and I was wondering if you could tell me the following:
 1) What areas should I study.
 2) What grade do I need in English?
 3) How do you get a job writing about games?
 4) What could I earn?
Matthew Lang, Margate

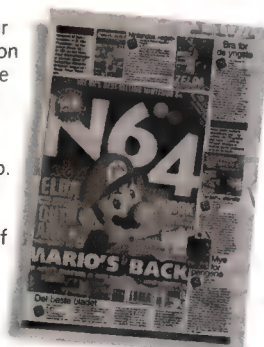
The two most important qualifications needed to be a games writer are enthusiasm for games and the ability to write well - the truth of the matter is that formal

qualifications don't count for much. Of course, it goes without saying that the better writer you are, the better you'll be at subjects like English, but there's really nothing specific you can study for GCSE or A Level that will improve your chances dramatically.

What employers are interested in is your ability to write, and as proof, they'll want to see a volume of work that you've already done. This means articles for fanzines or student publications - anything that shows some aptitude. As for salary - it's too much fun to be a well paid job, but you could expect to join a good publishing company on about 11 to 12 thousand and be on 15 to 16 after three years. **Ed**

'Norway's biggest'

I saw this article in VG (Norway's biggest tabloid newspaper). In their games review section they rated 11 of the best-selling games magazines in Norway and N64 Magazine came top. Yours was the only mag that got a maximum six out of six and they said "If you play Nintendo 64, you



really need this mag". As a big fan of your mag, I was really happy to read this and hope you will be too.
Kafon Karlgard, Norway

Thanks for that - it's always nice to know we're appreciated. **Ed**

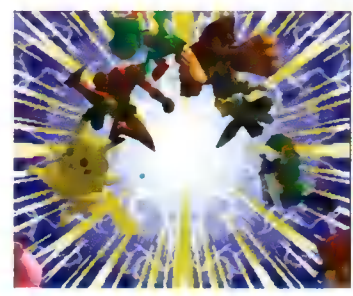
'Gore'

The end is near. Or it will be if Newkid Co decide to publish Sesame Street on the N64 (I saw this in An Ear to the Ground in issue 25). We've only just established ourselves on the 'gore market' with Turok 2 and Body Harvest. The last thing the N64 needs now is Sesame Street! I hope Shadowman kicks the crap out of it.
Tom Rees, Bushey

The only reputation the N64 needs is for having the best games. Which it has. So nothing to fear, really. **Ed**

'Big'

Wow! I'm so excited - I've just realised that it's 1999 and that this is going to be Nintendo's year. All the big games are coming out: Shadowman, Jet Force Gemini, Twelve Tales, Donkey Kong 64, Perfect Dark, Hybrid Heaven and Duke Nukem. Ahh! I just can't wait.
Sven Todd, Lostwithiel



It is going to be a mighty year. Don't forget Smash Bros (which is superb), Mario Party and whatever Nintendo Japan have up their sleeves. **Ed**

'Mental'

Which mental asylum did Leigh Madden escape from? He gave GoldenEye 78% in your reader review section in issue 25! I have every cheat for GoldenEye not because it's easy but because I practised and got good enough to do the time challenges. If Rare had made it possible for people just to tap in the cheats using a D-pad does he think that people would replay the game again and again. I don't think so. If he thinks that the multiplayer is just a scramble to get the best gun, why doesn't he try playing Licence to Kill with pistols. To have a great game with this setting you need good marksmanship, stealth, dexterity and three friends.
Jo Luetkemeier, Burton Joyce

Perrrrfick Day

More of your ideas for Rare's upcoming GoldenEye sequel Perfect Dark.

From Thomas McAlinden

- Night Vision goggles - these would allow you to shoot out the lights and then sneak up on enemies (unless they were equipped with a pair as well).
- The aliens in the Area 51 level should be able to cloak themselves so that the only way you can see them is to equip some Night Vision goggles.
- Make enemies shout at you "Stop right there!" etc.
- Different facial expressions like Zelda.
- How about gaining access to computers that use satellite-guided laser technology. Jo Dark would have to walk up to a computer and use it to aim the satellite's laser at a specific part of a building which would be displayed on the computer's screen. Prior to that, though Dark would have to obtain all the right information so that she knows which part of the building to take out.

From Nigel

- How about including remote cameras that you could pick up and place. You'd then be able to view through them (a bit like Duke Nukem) and use them to spy on people.

- It would be a nice touch to have alarm sounds actually appearing to emanate from the alarms themselves. That way the sound could fade in and out as you walk past.
- A motion tracker would be great (it was brilliant in Alien Trilogy).
- Enemy snipers with laser sights. Imagine seeing a little red dot on the wall getting closer and closer to you while you desperately scanned the horizon for the sniper. Smoke grenades would be good here as well. Let one off to mask your escape.

From James Bastin, Forest Hill

- You should be able to see bullet holes on bodies.
- Add a chainsaw and a flame-thrower. (Not sure this really fits in with the spy theme - Ed)
- More gadgets. How about a grappling hook, a dart gun, gas grenades and a mine layer.
- There should definitely be an optional third-person view.
- Keep the time cheats system but don't make them as hard (please!).

If you've got any ideas for Perfect Dark, send them to: Perrrrfick Day, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW. We'll forward them on to Rare once we've printed them.



BONUS LETTERS

If I play *Shadowman* at 3am in the morning will I wake up crying?
Scott Douglas

Why can't I have a normal letter printed?
Anon, Powys

I live in Australia – is there any way I can get hold of your mag quicker? I currently have to wait six weeks to two months.
Sam Goodson, Queensland

How come you (Ed) have to reply to all the letters. Are the rest of the team lazy?
Robert Bartley, Bexley

I've been looking at the big cheat for *Turok* and I've discovered something. The cheat's picked out in red.
ON/THE/EIGHTH/DAY/GOD/CREATED/TUROK
 Strange eh?
Fred Riding, Surrey

Is it really that hard for Nintendo to make a wider variety of games or are we doomed to eternal niceness?
John-Paul Wooltorton, Gorleston

Do you know anything about *WWF Attitude*?
Robert Coleing, London

We tend to agree with you, Jo but the reviews page is for people to express their own point of view. However strange that may be. **Ed**

'Really true?'



While searching around on the Internet today, I stumbled across the most amazing story.

Someone had written into a web site claiming that you can access the Triforce in *The Legend of Zelda*. Is this really true? Is the Triforce in the game and if it is, how do you get to it? The web site's www.n64gamer.com/hyrule/missing_triforce.html.

Steven Ward, Hawes

No, in a word. The pictures on the net vary in quality but they're all fakes of some sort. The most convincing one, we'll reprint here, but careful examination of Link's clothing and the lighting effects prove the pictures to be an elaborate hoax by someone with too much time on their hands and a rather inflated ego.

Nintendo don't hide super-obscure secrets in their games – they want everyone to be able to find everything using their own initiative. The Internet's a wonderful thing, it's just not strong on facts – take that stupid rumour about James Bond and Nintendo's next console. Available on Jan 1st 2000? Some people will believe anything. **Ed**

'Bald chum'

I'm fed up with your sugar-pansio attitude to what letters you print. You must get somewhere in the region of two million letters a month (rough estimate) and yet every month you insist on printing the most – for want of a better phrase – banal - anal letters. No-one cares about who your bald chum looks like or what some

people choose to print on their ten-for-a-pound t-shirts. What we want are interesting facts that will raise people's eyebrows, probing questions and top-notch statements and ideas for anything N64-related.
Joe Gordon, Bromley

What a pity you didn't include any of those things yourself. **Ed**

'Lucky ones'

I'd just like to say that *Zelda* is the best game in the World. It's difficult, adventurous, it's funny (the Gorons when they get bored and just literally collapse) and it's got great puzzly bits in it. I've never actually played an RPG before and I'm glad *Zelda* was the first. I was one of the lucky ones to get it on Christmas Day. In fact, on Christmas Eve I'd got to the last level of *Silicon Valley*, but since I've been playing *Zelda*, I've just forgotten all about it.
John Kendall, Bishops Stortford

It is great, isn't it. Ed



So tell me this

1) Will the new Nintendo console (as mentioned by your good selves in issue 25) have a cart slot so that it can be used with games bought today?
 2) Now that I have an Expansion pak, does that make my N64 128-bit?
Andy Kay, Hull

1) Almost certainly not – no console manufacturer has ever managed to include backwards compatibility (to achieve this you basically need to include the old console as well as the new one in the same box – it's too expensive). If you want to play your old games, though, why not just keep your old console – it's not as if you'll get much money for it.

However, all this is a long way off. Contrary to pathetic Internet rumours – ignorantly printed by some know-nothing magazines – the new Nintendo console is a long way off. We wouldn't expect to see anything of it until at least the year 2001. What's the betting on it being called the *Odyssey*?
 2) Fraid not. The Expansion pak doubles the N64's memory – it doesn't affect its processing power. Still no 128-bit console I know has managed a half-decent game yet...

1) Have *Stunt Racer FX 64*, *Metrod 64* or any Bullfrog games been

announced for the N64?
 2) Is it true that Capcom are ditching N64 development in favour of Dreamcast?
Scott Munro, Inverness

1) At one stage it looked as if *Buggie Boogie* was going to be the 64-bit version of *Stunt Racer FX*, but that's gone to development heaven now. Rumours persist of *Metrod 64*, but Nintendo are saying nothing. No news on any Bullfrog games yet.
 2) No, not at all. Capcom only support systems that they can make money on, and given the poor sales of the DC in Japan, that's not Sega's machine yet. As reported in N64/25, an all-new

version of *Resident Evil* is underway at Capcom HQ which we reckon we might just see before Christmas.

1) Will a Japanese Expansion pak work with a UK N64?
 2) What's the best third-party memory card to buy?
William Luk, Orpington

1) Yep, no compatibility problems in this area.
 2) We've had so many problems with third-party cards that we only trust official Nintendo paks. They're more expensive but 100% reliable. **Ed**

So Tell Me This, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW

The N64 Quiz

MAGAZINE

Questions too hard? Well, you've got to earn yer pay ain't yer*.

**WIN!!
£50!!**

*Copyright Dash Rendar, *Shadows of the Empire*

Free cash. No such thing of course. But our £50 quid is all but free. Answer some questions, buy a stamp, send them to us, hope to be the first correct entry out of the hat – it's not likely to work up much of a sweat is it?

Martin will be guarding the entries. No one dares go in his corner any more. Not after what he did to one of the cleaners.

1	Name the military game from Acclaim showing for the first time this issue.
2	A new add-on for the N64 but it's not made by Nintendo. What's its name?
3	Vampires! Which game?
4	How many characters appear in <i>Mario Party</i> ?
5	Which city is the Monaco Grand Prix held in?
6	Name the third most popular game of 1998?
7	Jes Bickham. Hairy or scary?
8	<i>Flying Dragon</i> was originally known as what?
9	Who's leaving the magazine this month?
10	Name our man in Tokyo.

HOW TO ENTER It's simpler than David Beckham. Send your completed coupons to:

Good Golly Quiz Folly: Funeral March
N64 Magazine, 30 Monmouth Street, Bath BA1 2BW

Rules

1. The closing date for this compo is 20th April.
2. Employees of Future Publishing are not allowed to enter. No. Not at all.
3. The winning entry will be picked ENTIRELY AT RANDOM. With tongs.
4. £50 pounds is the prize. It'll be a cheque.
5. See you then.

Last month's winner was:

Gabriel Bailey from London



The N64 Quiz *My answers are as follows:*

- | | |
|----------|-----------|
| 1. _____ | 6. _____ |
| 2. _____ | 7. _____ |
| 3. _____ | 8. _____ |
| 4. _____ | 9. _____ |
| 5. _____ | 10. _____ |

Good, no? Oh, and you'll probably be wanting this too...

Name _____ Address _____

Postcode _____

N64/27

The N64 MAGAZINE BOARD

Go on, be artistic!



It's unfortunate we lost all these pictures in the first issue.



It's really sorry to all the artists who've been crushed but it was...



This picture came in a mail and it was nice. It's all the Pokémon and it's by Jon Davies from Walsingham.

Write in, we'll send your badge and credit you in the next issue. We're using Newton's brother way.



It's really sorry to all the artists who've been crushed but it was...



It's really sorry to all the artists who've been crushed but it was...



It's really sorry to all the artists who've been crushed but it was...



It's really sorry to all the artists who've been crushed but it was...

Club 64 MAILBOX

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WRITE YOU ARE!

We can't take any responsibility for what's coming next...

An opinionated lot are N64 Magazine readers, and barely has the ink dried on our own reviews before you lot are writing in saying the opposite. It's a good job we're of robust mental constitutions, otherwise we could get quite upset, you know.

Anyway, this month *Zelda* comes in for a bit of pounding (a bit unfairly we think) and Thomas Vincett has some down-to-earth comments about *ISS '98*. Don't feel your review has to be controversial, though. You

might want to draw people's attention to a game that you feel has been cruelly over-looked. You won't get paid for doing it, but then, nor does Jes.

Anyway, whatever you've got to say, say it in 100 words or less and pop it in the post to us. The address is:

**Reader Reviews
N64 Magazine,
30 Monmouth Street,
Bath,
BA1 2BW**

LEGEND OF ZELDA	BODY HARVEST	ISS '98	TUROK 2
-----------------	--------------	---------	---------

I don't see why lots of people reckon that this is the best game ever. It's BORING! It has good graphics and it will take you ages to complete but it's BORING! It's supposed to be about Link saving the World, but the first part consists of running around inside a tree for 20 minutes, chopping up plants and climbing vines before coming to the first boss. VERY BORING and hardly saving the World, considering you're still in Kokiri forest, Link's home!

All the other games I've played on the N64 are much better. *Columns* on the Mega Drive is more exciting!
Peter Canon, Thamesmead

I can't believe that you rated *Zelda* higher than *Body Harvest*. Link is all talk and no tunic. *Body Harvest* is just simply... Wow! The graphics are amazing. The level's are huge! There are so many different vehicles (I love the planes) and the variation amongst them is brilliant. The way the Harvesters explode when they have a full stomach is pure genius. I shouldn't think Link could blow away even the smallest of Alien Processors. Adam Drake, I salute you.
Tom Hockin

ISS '98 is a game where the computer's idea of level 5 difficulty is that your keeper will fumble every shot straight back to their strikers and their keeper grabs hold of every one of your shots. If the computer wants to score a goal, there's no way of stopping it. Every through-ball is offside, every sliding tackle is a foul and a Liberian can run faster than a Brazilian. Good graphics, loads of options and a bit of good gameplay are all ultimately let down by unfair referees and unimaginable matches (i.e. thrashing Brazil 8-0 and then finding it difficult to beat South Korea).
Thomas Vincett, Weston-Super-Mare

This game is a disappointment. A big one. Single player levels are too long with too few save points and are often set out in an illogical manner. The frame rate is especially poor even with the Expansion pak and suffers accordingly in multiplayer. As a huge *GoldenEye* multiplayer fan I've come to expect well structured flowing levels and a precise control system as standard but this game fails on both counts. The addition of ladders slows the game considerably and the lack of any instant kill weapons means the game runs at a pedestrian rate. The controls feel like they're set in concrete compared to the graceful solitary system in *GoldenEye*. I guess I'll just have to wait for *Perfect Dark*.
Neil Munro, e-mail

60%



99%



86%



69%



Send your reviews to: Write you are!, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

HOW TO...

survive the morning after a...

MARIO PARTY

by Daniel Glenfield

WHAT WE SAID



We reviewed *Mario Party* in this very issue and this is what we concluded:

"The party for the people, but revolutionary rather than a revolution. You have to love it, really."

85%



You'll laugh. You'll scream. You'll cry. You'll curse the name Mario for the rest of your days...

Forewarned is forearmed as they say, and as *Mario Party* is one of Nintendo's definitive multiplayer games, you'll doubtless be wanting to ritually humiliate your friends with your gamesplaying prowess. Sure, taking part is fun, but it's the effortless cruise to victory that counts. Which is where we come in.

A simple game it may appear, but there are plenty of gaming wrinkles to be had out of *Mario Party*. Sit back and relax, then, as resident N64 tips master Daniel Glenfield takes you on a whistle-stop tour of best dice game since Doctor Black's untimely death on his cellar stairs led to the invention of Cluedo.



BOARD STUPID

Mario Party features eight boards altogether, each one as unique and entertaining as the last. We've listed them all below, along with a few board-specific tips to help you on your way.

DK'S JUNGLE ADVENTURE

- Land on a 7 square on this board and everyone along a certain path will be chased by a boulder - you'll need to employ some Indiana Jones-style getaways.
- There are plenty of junctions, so use the map to scout ahead before making any decisions.



▲ Watch out for the stone block men things.

MARIO'S RAINBOW CASTLE

- If you have 50 coins always take the left route to meet Boo, otherwise go right!
- The real problem is the Toad/Bowser-switching that goes on. If Bowser is in play take the right hand path at the end and let one of your competitors nip ahead of you. They should (if you're lucky) get to Bowser, lose their coins, and cause Toad to appear again so you can purchase a star.



▼ Try not to get poison mushrooms.

LUIGI'S ENGINE ROOM

- Because the doors open and close after every turn it's very difficult to get to Toad. Plan ahead and use the machines to open/close doors so they suit your needs on the next turn, when they open/close once again.
- Use the map to see if any of your opponents are getting close to Toad, then close the doors leading to him so they can't collect a star.



▲ A choice of paths, here. Where to go?

▼ It all looks a bit complicated.

WARIO'S BATTLE CANYON

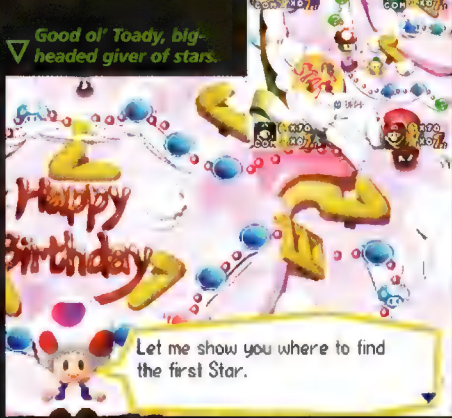
- Use the Fly Guy to whisk your rival away from Toad whenever you get the chance. It may cost a bit but it is immensely satisfying.
- Only visit Bowser if you're really good at the one-player mini games and are confident that you'll roll plenty of low numbers.



▲ The cannons on this level are very annoying indeed.

PEACH'S BIRTHDAY CAKE

- The plants on this level are very useful - if an opponent meets one it'll snap a star from them and then give it to you.



▼ Good ol' Toady, big-headed giver of stars.

Let me show you where to find the first Star.

YOSHI'S TROPICAL ISLAND

- If you've got plenty of cash you can nibble your competitors by paying the Thimble a higher toll than they ask. If your rivals don't have enough cash they can't follow you and, providing no one steps on a 7 square, you can easily reach Toad.



▲ Luigi. Angry at years of non-recognition.

BOWSER'S MAGMA CASTLE

- The 7 squares in this board will change all the blue squares to red and vice-versa.
- This board is quite big, so keep checking the map to locate the fastest route to Toad. Sometimes it's worth taking the risk of the roulette just to get ahead of the competition.



- Do your utmost to avoid Bowser - he'll take a star from you each time you pass him.

SECRET BOARDS!



ETERNAL STAR

- Bowser will change the co-ordinates of each transporter whenever you get near him. Remember the order he shouts and learn how to get around the board. It's trial and error unfortunately.
- The Baby Bowsers never seem to win their little star-gambling game so don't panic when you come up against one of them.

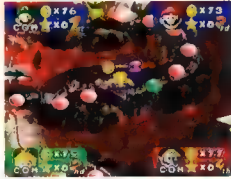


SQUARES

Here's a quick rundown of each of the squares that you'll encounter while playing *Mario Party*.



BLUE squares will give you a bonus of three coins.



RED squares will deduct three coins.



STAR marked squares will take you to a one-player game where you can gain 10 coins or more.



QUESTION MARK squares have various effects depending on which board you're playing on. Mario's Rainbow Castle, for example, has Toad being replaced by Bowser.



EXCLAMATION MARK squares take you to a bonus game where you can decide whose stars or coins go to which players. However, the boxes above your head spin so fast it's impossible to always get the outcome you'd prefer and can sometimes take you from first place to last.



MUSHROOM squares give you a 50/50 chance of either having another turn, or missing the next one. Worth the gamble if you want to leapfrog an opponent to reach Toad before they do.



TACTICS

As with any board game the tactical side of *Mario Party* is rather limited. There isn't a Park Lane to buy, nor are there any triple word scores, but we've managed to find a few precious gems of advice...

Look left, look right, look left again...

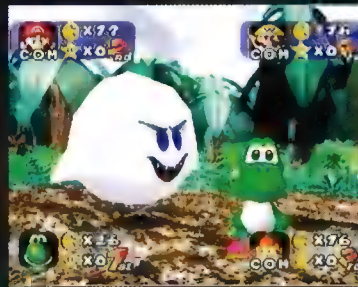
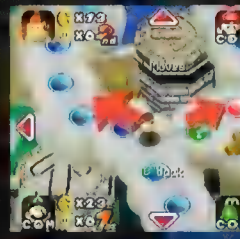


When you come to a junction tap B to bring up the map screen. Scroll it along both paths so you can ascertain the whereabouts of Bowser and co, and on what square you'll land. You can also use it to locate the other players on the board.



One step ahead

Forward planning is probably the best tactic there is for *Mario Party*. Use the map to check your opponent's position with relevance to Toad's. Will he/she reach him on their next turn? Or is there a chance you can overtake and take the star for yourself before Toad moves on? By planning ahead you can put yourself in front of the pack when it comes to chasing after the elusive mushroom retainer.



Bonus stars

In a close game these will almost certainly decide the winner. Bonus stars are awarded for:

- the most coins held
- the most coins won from mini-games
- the most ? squares landed on

You can't do anything about the third category, but by targeting the player with the most coins you can go some way to stopping them from getting the awards. Use Boo to steal from them, and make sure they're the first to go down in the mini-games. Beware though, they won't take it lying down and will be out for revenge!

Another way of stopping a sneaky win is to steal a star from the character with the most coins rather than your closest rival – even if they get a few awards at the end there's still a bit of catching up to do.

BONUSES

Cheating the system

At the end of each game the only coins and stars that go to the bank are those belonging to human participants, while all the other items are lost. You can, however, make sure that all those lovely coins and stars go straight into your pocket with this tip. On the last round pause the game, access the controller settings and change the computer players to human (you'll need more than one controller to get this to work). Now when the board is completed all the items will be deposited in the bank!

An even easier way is just to switch all four players to COM and come back to the computer to change them all on the last round. It couldn't be easier!



BOWSER'S MAGMA MOUNTAIN

The first of the secret boards, Magma Mountain can only be accessed once you have the key to unlock it, which can be bought from the shop when you have 1000 coins.

NEW TITLE SCREEN

Beat the Eternal Star Board to be presented with a new title screen showing everyone in harmony with each other; it seems everyone's still friends (despite Mario stealing all the stars and being a git).

MINI-GAMES

Only space this month to cover the four-player games – tune in next month for the complete guide.

Balloon Burst

■ The key to success here is rhythm. Pump goes down, pump goes up, pump goes down, pump goes up etc. Make sure that you are push as much air out as possible – that's better than lots of short pump presses.



Crazy Cutter

■ The secret to getting a high score is to stay as close to the line as possible. What? You already know that? Well did you know that you get deducted more points for going outside the line than cutting into the picture? Well there you go then.



Bumper Balls

■ Watch your momentum – it can easily carry you over the edge.

■ Wait for someone to charge towards you, roll to the side, then turn and knock them into the sea.



Grab Bag

■ If you can catch someone when they're pushed up against the side of the screen you can repeatedly rob them of their cash and they'll find it very difficult to get away.

■ If you find yourself chasing someone in a circle try to cut them off rather than continuing the pursuit. However, if you find yourself being followed you can either lead him/her toward another character, or make the circle smaller so you can get behind and steal their money!



Coin Block Blitz

■ Mario experts won't have any problems with this sub-game. The key to getting as many coins as possible is all about the rhythm of your jumps. Press A just as you hit the ground to leap up again and collect another coin.

■ When there are one or two characters congregating underneath a block you can use this sneaky trick to take all the coins for yourself. Run towards them and tap A to jump on their heads. Now while you're bouncing up and down, use the analogue stick to stay underneath the block and collect the coins!



Running of the Bulb

■ You've got to get the lightbulb to the machine at the other end of the corridor to make the ghosts disappear, and it requires a team effort to do it.

■ With the bulb – stay close to the rest of the team so they can protect you from the Boos.

■ You'll need to get close to another player if you're going to pass the bulb to him or her, since you can't run the risk of it breaking.

■ Without the bulb – stick to the character with the bulb so you can punch any Boos that get too close for comfort. They often appear from the top of the screen and from the brick



wall on the left, so be ready to attack the moment you see them.

■ If a player gets captured by a ghost simply use a punch to set them free.

Hot Rope Jump

■ Skipping has never been so manly! The rope will increase in speed the more jumps you make, and when it gets to the 15/20 mark you'll have to use shorter, earlier jumps so you come down quicker and are ready for the next leap.



Key-pa-way

■ If you're going to pass the key to another player make sure you do it accurately, otherwise you'll all lose!

■ Draw in one or two of the Spiked Bowsers, then proceed to race past them with electric pace (à la David Ginola) and hop onto the oil drum to unlock the door.



ETERNAL STAR BOARD

The last stage of the game, the Eternal Star Board is only available when you've collected a whopping 100 stars, which will take you a good while.



BUMPER BALL MAZE 1

An entertaining mini-game, the first Bumper Ball Maze is unlocked once you reach the goal of mini-game island and beat Toad at Slot Car Derby 2.

BUMPER BALL MAZE 2

To open this you need to beat all 50 games on mini-game island and speak to Toad.

BUMPER BALL MAZE 3

To access the third in the series you'll have to set new records on the previous two games.

I'M THE BEST

There are a few games in *Mario Party* that are great for replaying over and over again, just to shave a few seconds off the record time. Of course you'll have to purchase them at the shop first before you can go breaking any records, but they're well worth the extortionate amount of money that the game's shopkeeper is asking for them. If we get enough entries we'll consider starting up an I'm the Best league for it, but in the meantime here are our best times for a few of the games. Good luck!

Bobsled Run: 1'01"70

Mad as a Hatter: 0'25"20

Mecha Hy Guy (inside minigame hut): 0'05"75



HOW TO...

crush the Empire in

ROGUE SQUADRON

"Use the Force" we said but it was no good – Tim just couldn't get the lid off the jar.

by Daniel Glenfield

WHAT WE SAID



We reviewed *Rogue Squadron* in issue 25 and this is what we concluded:

"...a tremendously fun, beautifully varied slice of Lucas-fueled bliss."

85%



Possibly the greatest Star Wars game to ever grace a console, *Rogue Squadron* gives you the opportunity to actually do what everyone has always wanted to – fly through the legs of an AT-AT before blowing it up in style.

LucasArts' latest venture into the world of videogames has produced a little gem that is a must-have game for any N64 owner. Ever wanted to fly over an Imperial base and smash it to bits while avoiding laser fire? Now you can. What about dive

bombing pedestrians as they walk through Mos Eisley? Now you can. It's a little bit like *Pilotwings* with a Star Wars theme. Sort of.

And some missions will have you tearing your hair out in frustration as you watch your X-Wing spiral out of control and crash into a planet for the twentieth time. Which is where we come in. Like the Millennium Falcon, *N64 Magazine* comes to the rescue every time, and don't you just... for it... and on, and may the force be with you. (Sorry.)

CRAFT



X-Wing

Combines both power and speed, making it the most balanced attack craft and generally the best. There are four blasters on the wings and these can be linked for simultaneous fire, which is useful for ground targets. Closing the S-Coils gives more speed but the craft is unable to fire like this, leaving you vulnerable to attack.

A-Wing

Can match a TIE Interceptor in speed, but shield and blaster strength leave just a little to be desired. Thankfully, the A-Wing comes equipped with eight missiles, as opposed to the X-Wing's six, making it more effective against ground targets. The A-Wing's speed makes it deadly for dogfights with TIEs.

Speeder

Its rapid fire blasters and superb turning abilities make it an even match for any opponent, in the air or on the ground. The craft's weakness is in its low flight ceiling, only just being able to clear the taller buildings of Corellia. This makes it difficult to fly over rocky terrain, and quite often you'll have to go around rather than over.

Y-Wing

The Y-Wing has two front blasters and an ion cannon, capable of disabling enemies for later capture; charge it up for a more powerful shot by holding Right-C. When attacking, hold B to fire your blasters and rapidly shoot your ion cannon. Remember to drop bombs from high up; the blast radius can tear your ship in half!

V-Wing

Fitted with two high-powered engines, the V-Wing is essentially a stealth craft. Its front blasters are rather slow and weak, but can be linked for rapid fire; only in short bursts though, to avoid overheating the guns. The loose handling will take a lot of getting used to before you'll be able to fend off a group of TIE Interceptors.

MISSION 1 Ambush At Mos Eisley

OBJECTIVES

- 1) Destroy all the Imperial Probe Droids
- 2) Protect Mos Eisley from the TIE Bombers

HOW TO DO IT

- Shoot down the Probe Droids before making a 90 degree right turn to find the next group. Blow them up too.
- Check your radar and use it to locate another batch of Imperial Probe Droids. As you move in, fully apply the brakes to get as many of them as you can. If you miss any, make another pass.
- Repeat this for the rest of the droids, using your radar to find them. Just remember not to hit civilian targets, okay?
- Once Mos Eisley comes under attack from the TIE Bombers, close the wings of your craft and fly directly towards the combat zone. Speed up to get behind the bombers and then slow down to get a good



few hits in. Alternatively, send a missile up their fuselage to take them out in style! Once the raid has been halted you can move on to the next level.

NEED A TIP?

- Lookout for a couple of stormtroopers just over the hill by the fourth group of Probe Droids (check your radar). There are two on bikes and two on foot, and you must kill them all to get the gold medal.
- Remember, destroying the droids takes just one hit, so if you can get close and aim well you'll increase your accuracy rating.

MISSION 2 Rendezvous On Barkhesh

OBJECTIVES

- 1) Escort the convoy to safety



HOW TO DO IT

- Shoot down the Droids, then make a quick pass to take out any hostilities that may hinder the convoy's progress. Be especially aware of the AT-STs that patrol the area; they can cripple you with just a few shots.
- When the convoy begins to move, go back and make long passes over it, using your radar to locate any trouble. When it goes through the valley, a pair of TIE Bombers will approach from behind. Take these out quickly by getting into position early and keeping a distance between your X-Wing and the back of the convoy.
- Scout ahead now, checking back every so often. Destroy any gun turrets or AT-STs so the convoy can get to safety.

NEED A TIP?

- To get the silver and gold medals you need to rack up a few more kills. You can find the required enemies just behind the two gun turrets that fire on the small attack craft - where the convoy turns right you need to go to the left - near the end of the level. There are also plenty of stormtroopers to be found amongst the larger opponents.

MISSION 3 Search For The Nonnah

OBJECTIVES

- 1) Locate the Nonnah and protect it from Imperial forces
- 2) Protect the evacuation shuttle

HOW TO DO IT

- At the start, put your foot down on the accelerator and take a sharp drop in altitude; you'll avoid the wave of enemy fighters.
- Speed through the area destroying the Probe Droids and TIEs until you get a message from the Nonnah saying it's under attack. Race over and make the AT-ST and tanks your first priority, using missiles to help you. Then attack the TIEs flying overhead; these do real damage to the shuttle's rescue attempts.
- Three red dots will appear in a group on the radar. These are AT-PTs advancing towards the Nonnah. Go straight for them from a side

angle - this allows you to avoid their fire and take them all out in one pass.

- Go back to the TIEs. When the shuttle takes off, follow it from a distance so you can destroy the enemy fighters that line up to take pot shots.

NEED A TIP?

- Accuracy can be a problem with so many airborne targets. Try getting close before firing to increase your chance of a direct hit. Or you can cheat by firing upon the downed shuttle (where the tanks were). No matter how bad your aim, a few passes over the shuttle with all guns blazing can get your accuracy rating up to a good 30%+.
- For a gold medal you'll need to shoot down at least 38 opponents.



MISSION 4 Defection At Corellia

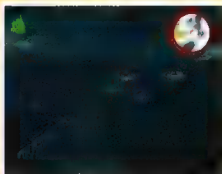
OBJECTIVES

- 1) Investigate sensor readings
- 2) Protect Capital tower
- 3) Protect the Tech centre

HOW TO DO IT

Use the radar to track down a group of Imperial Probe Droids. Destroy these and speed back to the city to tackle a team of TIE Bombers. These are fairly slow craft and easy to get behind, so they shouldn't cause much of a problem.

Watch the cut scene and take down the TIEs. When Han and Chewie join the action, blow up the boats by the shore and move to the next set of buildings. Below (in the blue area) lies a bonus power-up.



Now go for the TIE Bombers and the AT-AT. The tow cable is, naturally, the best way of taking it down and you can destroy it totally while it's on the ground with just a few shots. You'll witness a pair of chickenwalkers marching on the Tech centre. Come at them from behind to avoid being hit and only attack the AT-AT when the stormtroopers are dead.

The shuttle will now land and pick up the survivors. Shoot down the three TIE Bombers that appear from the AT-AT's direction and once everyone's on board escort the shuttle to safety.

FINAL TIPS

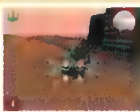
You need to rack up a lot of kills for silver or gold, with 50 being the top target. As long as you remember those stormtroopers you should find yourself with an acceptable high score.



MISSION 5 Liberation Of Gerrard V

OBJECTIVES

- 1) Destroy gun and missile turrets
- 2) Destroy large gun turret



Veer left a little, then swing in right to take out the two ground turrets

before shooting the one on the rooftop (on the left). Shoot the missile launcher in front of you, then turn right to disable the next and repeat for the remaining.

Turn right and blast the AT-PTs moving towards the Y-Wings and knock out the rest of the gun



turrets. Fly over to the other part of the city and destroy the turrets and AT-PTs, remembering to use a couple of missiles on the big turret. Don't shoot down the yachts, and watch out for a few AT-PTs around the city.

Shoot down the TIE Interceptors – these frequently gang up on other members of Rogue Squadron.

FINAL TIPS

You will need to attack 33 enemies. You can find a few AT-PTs in the mountains by the second part of the city. Destroy all the gun turrets before engaging the TIEs in battle to make things easier, and do it quickly – you've only got around five minutes.

MISSION 6 The Jade Moon

OBJECTIVES

- 1) Destroy the shield generator
- 2) Protect Madine's troops while they destroy the base

HOW TO DO IT

Raise your altitude and when you see the last two AT-PTs, dip your nose and brake. Destroy them and then go for the four gun turrets surrounding the base. Turn around and finish off any AT-PTs that may have survived before flying high to the left of the trench.

Destroy the missile launchers surrounding the small crater. Inside the building is some advanced shield technology. Follow the trench until you get to the shield generator – two missiles should be enough to shut it down – and once your buddies are in position, close the wings of your craft and head for the base, using a bit of fancy flying to avoid being shot.

Go for the AT-PT hiding in the base first, then nullify the rest of them. TIEs will attack, and, being the colour that they are, they can be very difficult to



see against the night sky. Use your radar to help you and shoot down the Bombers first; these pose the greatest threat to your attack force. Once again try to get as close as you can to increase your chance of a direct hit.

FINAL TIPS

Rack up a few hits by targeting the small buildings that surround the base. Hitting these will also improve your accuracy rating.

On your way back to base, after destroying the generator, you'll pass plenty of missile launchers. These are easy to kill as long as you keep your speed up to avoid being hit.

MISSION 7 Imperial Construction Yards

OBJECTIVES

- 1) Take out the scanners
- 2) Destroy the AT-ST factory
- 3) Destroy the AT-AT factory

HOW TO DO IT

Eliminate each of the scanners in turn, without getting too close. When you get to the fourth, turn left at the rock and stick to the left hand wall. Turn to face the radar dish, slam on the brakes and fire.

After destroying the final dish, turn right and shoot the gun turret firing down on you. Now quickly come about and use the tow cable on the AT-AT; it'll shoot down most of your squadron with just a few shots.

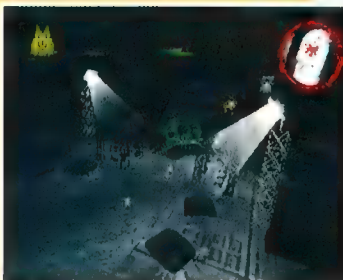
Behind the destroyed turret is a small base with a shuttle. Blow it, and the ground defences, up and look out for a bonus item underneath one of the cylindrical structures below.

Head for the rocket launcher to locate the AT-ST factory. Take out the gun emplacements first then shoot at the large building – it'll require a few passes to destroy it.

Fly away and make two right turns to find the second factory. Come in low and target the guns and rocket launchers before blowing up the three buildings.

FINAL TIPS

You'll need to defeat 80 enemies for



gold on this level. There are a few unmanned TIE Fighters near the first AT-AT, and small buildings hiding lots of stormtroopers. There are also inoperative Imperial machines that prove to be easy targets.



You have plenty of time for this, considering that you only need to destroy a few buildings to finish the level. The gold medal allows you a lengthy six and a half minutes.

MISSION 8 Assault On Kile II

OBJECTIVES

- 1) Knock out the sensor array
- 2) Locate and destroy the Imperial spaceport
- 3) Locate and destroy the Imperial garrisons

HOW TO DO IT

Accelerate to maximum speed and stick to the right hand path to get to the narrow canyon. Your first target is the spaceport at the other end. Bomb the main structures then use your blasters and ion cannon to destroy the surrounding defences before finishing off the spaceport.

Go back through the canyon and make two right turns. Make a few passes over the garrisons and sensor area, taking out the defences before bombing the buildings to pieces.

When you see the TIEs downing a Y-Wing just finish off the last one or two structures to finish the level.



MEDAL TIPS

Time is your main enemy. Just remember to use your

bombs on the main structures ONLY, because if you waste them on easier targets you'll have to use your blasters and ion cannon for the buildings and it takes AGES.

Of course, you could just kill yourself to get another 20 bombs...

MISSION 9 Rescue On Kessel

OBJECTIVES

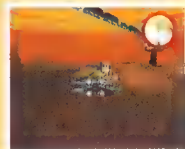
- 1) Locate and disable the train
- 2) Rescue Wedge

HOW TO DO IT

Veer your X-Wing to the right a little and begin charging your ion cannon.

Fire it at the train from a distance and rise up high before dipping the nose slightly. Rapidly tap Left-C as you make your pass over the hovertrain, and with any luck you'll have knocked out most (if not all) of it. A second pass should halt it altogether.

Here's a little challenge – try to complete the mission in less than 29 seconds (our personal best).



MEDAL TIPS

You've got to destroy as many enemies as you can, which isn't easy considering the rockets and laser fire. Go for the less well protected targets first, such as the ones hidden in the rocky terrain near your starting point. You must destroy at least 26 enemies within 4:30 to secure a gold badge.

Remember to use your ion cannon as well as your blasters when taking on opponents, as this will increase your firepower.

MISSION 10 Prisons of Kessel

OBJECTIVES

- 1) Destroy the shield generator
- 2) Protect the shuttle while the prisoners are rescued



HOW TO DO IT

First the easy way to do it: Escort the shuttle to the first prison and destroy all the gun turrets before it lands. Shoot down all the TIEs circling above; this'll keep the shuttle safe while you go off and wreak havoc on the surrounding defences.

Fly from prison to prison, destroying every last AT-ST, TIE Interceptor and gun emplacement. Shut down the generator and escort the shuttle.

For something a little more challenging, and the medals, do the following: Take out the ground defences and the TIEs

before going for the generator, making sure you blast a few turrets on your way there. Fire two missiles at the generator and close the S-Coils to get back to the shuttle, which has now come under attack.

Once the prisoners have been rescued, follow the craft to the next area. Destroy the surrounding enemies as well as the TIEs closing in. You may notice the rocket launcher above the prison and a small bunker. Hidden inside is a bonus item – seeker missiles.

Escort the shuttle to the last few prisons, quickly nullifying any gun turrets that may be present. The key to tackling them is to

come in low and fast, eliminating them in a circular motion to avoid taking too much damage. Also be aware of chickenwalkers that appear when the shuttle touches down near certain prisons.

Once all the prisoners have been rescued the shuttle will be attacked by a swarm of TIE Interceptors. Approach them head on, using any missiles you have left to finish them.

MEDAL TIPS

You've got to be quick and efficient on this level. Aim to destroy as much as you can when you travel towards the generator but don't dawdle – you can always do it later. Time is precious.

MISSION 11 Battle Above Taloraan

OBJECTIVES

- 1) Locate and destroy the Imperial Tibanna gas containers
- 2) Avoid civilian casualties

HOW TO DO IT

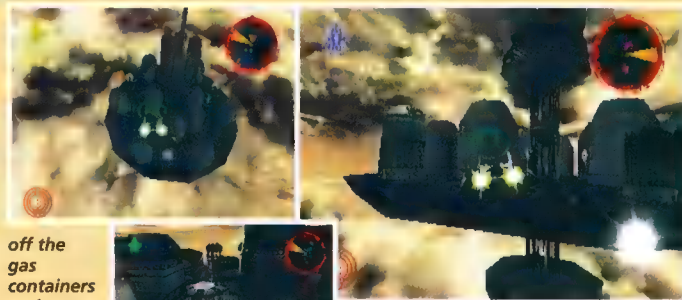
Only shoot at the containers with the white markings; these belong to the Empire, all the other ones are civilian property. Once you've destroyed all gas containers in an area your radar will point you in the direction of the next batch.

You can ignore the TIEs without any real repercussions as long as you keep moving about, which you'll have to do anyway. Your squadron will be more than capable of handling themselves in a dog fight, so don't worry about any casualties.

The gun emplacements on this level are tougher than usual, and are

disguised to look a little like the gas containers. Go for these first, using missiles if your shields have taken a beating. Destroying the gas containers becomes a lot easier once the turrets are out of the way.

When you come to the swarm of TIEs heading for you and your team, put your foot down and fire your blasters to make a hole in the group. Carry on towards the city and look for some advanced blaster technology that is situated in the middle of it, before moving in on the last batch of containers. These are guarded by rocket launchers, and should be destroyed with missiles before they cause you too many problems. Finish



off the gas containers and go on to the next mission.

MEDAL TIPS

As long as you don't spend too long on the containers you'll be all right for time. Destroying enough enemies is a

different matter. You'll need at least 80 hits for a silver; those TIEs buzzing about are the key but don't spend too long on them.

Keep your accuracy rating high by getting close before opening fire on the TIEs, and remember to grab the bonus item.

MISSION 12 Escape From Fest

OBJECTIVES

- 1) Locate captured AT-PTs
- 2) Free AT-PTs
- 3) Escort them to the landing zone

■ Turn hard right and open fire on the generator and one of the gun turrets. Fly over towards the gate and you'll see two more gun turrets nearby which must be destroyed.

■ Bring down the AT-AT with your tow cable to give the commandos some breathing space. Fly back to where the shield generator was to take out the other gun emplacement and the advancing AT-AT.

■ Now that the AT-PTs have escaped you need to fly as fast as you can over to the next walker to destroy it and the numerous tanks that populate the area. While you're using the tow cable remember to keep firing – you might end up destroying one or two tanks as well.

■ There's only minimal resistance from here to the landing zone, so you shouldn't have any real difficulties. Once the rebel commandos are safe



eliminate any guns or tanks surrounding the research lab before blowing it up.

● The bonus for this level is located on the hill behind the lab (underneath the bunker).

■ For gold you'll need to destroy 65 targets within 6'30". This is tricky because the AT-PTs are constantly attacking. Shoot the bunkers near the generator after you blow it up, and destroy the ones next to the AT-AT firing on the commandos. Remember to be on the lookout for stormtroopers. They're hard to see against the white snow but provide a few easy kills.

MISSION 13 Blockade on Chandrila

OBJECTIVES

- 1) Escort and protect the supply train
- 2) Protect the city

HOW TO DO IT

● The TIEs will continually attack the train; check your radar at the start to find the first of many. Fly around, shooting the Imperials but don't let any lead you away from the train and make the Bombers a priority.

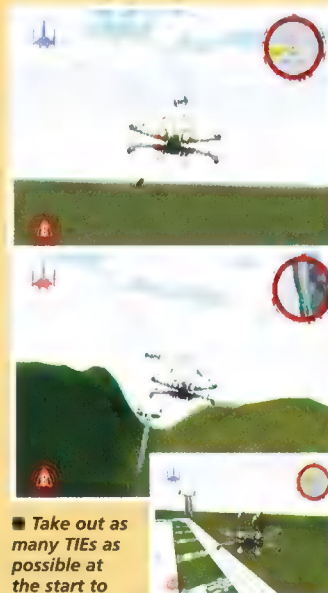
● When you get to the city, turn right and fly around the outskirts to find a single AT-ST. Destroy it for a secret bonus item.

■ Use your radar to locate the TIEs, and blow them up. When the shuttles touch down they'll come under attack from a group of chickenwalkers. Approach from the side to avoid getting caught in the crossfire.

● Shoot down any TIEs that may appear and finish the level.

HOW TO GET IT

● For that coveted gold you'll need to keep the supply train safe and make sure the shuttles aren't destroyed by the AT-STs.



■ Take out as many TIEs as possible at the start to secure a medal. For a gold you must have at least 35 kills under your belt, as well as meeting the other requirements.

MISSION 14 Raid on Sullust

OBJECTIVES

- 1) Destroy the transmitters
- 2) Destroy the capacitor

HOW TO DO IT

● This is a true hit and run affair. Maintain full speed to stay alive for as long as possible. Keep firing your blasters and ion cannon to take out the gun turrets and missile launchers (the latter being the most deadly) and use your bombs on the transmitters. Go in a clockwise direction, heading straight for the missile launchers first.

■ You can find some seeker torpedoes at the other end of the crater underneath the building on the right. Just make sure you've destroyed the gun and missile

turrets before you pick them up.

■ Once you've got all the transmitters the capacitor's shield will fall and you can begin your assault. Use both your blasters and ion cannon to shoot the small rotating cylinders, making repeated long runs until they all blow up.

■ You've got four minutes to destroy the capacitor, so hit 'em hard and hit 'em fast. Destroy the capacitors as soon as you see them, but do attack the missile turrets first and don't be afraid to be generous with your bombs on your first life because you can't take them with you!

■ The accuracy of your shots counts a great deal on this level, with 75% being the golden figure. The first part is easy



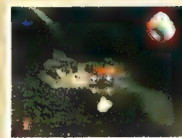
enough, as long as you stop firing when going from target to target. If you want to get your hands on the gold medal you'll have to make sure your shots are accurate when taking on the capacitor.



MISSION 15 Moff Seerdon's Revenge

OBJECTIVES

- 1) Protect Bacta containers
- 2) Avoid civilian casualties
- 3) Destroy all Imperial bunkers, fighters and bombers
- 4) Locate and destroy Moff Seerdon



● Veer left at the start and blow open the bunker to reveal some seeker cluster bombs.

● Eliminate as many of the gun and missile turrets before you get blown to bits. Use your own missiles to do some real damage.

■ Once you've cleared the area, go to work on the AT-STs and the Imperial bunkers. You'll need to keep moving to avoid the TIEs flying overhead. These are more powerful than the ones you've

encountered before, and a head to head confrontation is not advisable. Instead come at them when they least expect it, and if they try to run rings around your X-Wing close the S-Coils and speed away before coming back at them with guns ablaze.

● Don't leave the TIE Bombers alone for too long, as they'll destroy their targets.

■ When Moff Seerdon's ship appears, go straight for him with your blasters and lock a missile on. Get enough distance between the two of you and turn around to begin another attack run, with your guns and missiles still firing. It should only take two or three of them to finish him off.

HOW TO GET IT

● With so many of those damn TIE Interceptors flying about the place, keeping within the time limit is a hard thing. If you've got seeker missiles



then use them but remember to keep at least three for Moff Seerdon.

● The enemy count isn't something to worry about; there are just too many targets that must be destroyed before you can defeat Moff Seerdon.

MISSION 16 The Battle Of Calamari

OBJECTIVES

- 1) Destroy the World Devastators
- 2) Protect the city

HOW TO DO IT

● A fiendishly tricky level, but not impossible. Switch your blasters to rapid fire mode but only use them in **SHORT** bursts, otherwise you run the risk of overheating and having to wait for the guns to cool down before you can fire again.

● Hit **Right-C** to get to the first World Devastator before the rest of your squadron, and go straight for the shield generator on top with your cluster bombs. Now dive down and target two of the legs (preferably two that are on the **same** side) and use your blasters to destroy each one, making sure you're not underneath when the last leg gives way.

● Now, this isn't easy but you need to shoot the **TIEs** that attack the city. The **V-Wing's** handling is rather loose and in a small area the **TIEs** can dart about very quickly. Stick as close as you can to them and fire your blasters in short bursts until you've mastered the **V-Wing's** handling.

● The radar will point you in the direction of the next World Devastator. Once again, you've got to take out the top part before you can hope to affect its propulsion system. Once it's been stopped, shoot down the **TIEs** before repeating the process with the third (and final) machine.

GENERAL TIPS

● Your only problem (once the level's completed) is the amount of enemies you defeat. Keep an eye out for the water skiers that stick with the World Devastators; these are essential for getting the



higher medals (unless you fancy trying to take out the gun emplacements on the Devastators yourself). Get close before opening fire, and aim for the main part of the craft.

● You've also got to be fast, as the time limit (especially for the gold medal) is very tight. Try using the Millennium Falcon (see cheat list), as its missile complement is more than adequate for taking down the nippy **TIEs** when you have seeker capability.

BONUS LEVELS Begger's Canyon, Death Star Trench Run, Battle Of Hoth

OBJECTIVES

Getting at least a bronze medal on each level

OBJECTIVES

- 1) Beat your fellow pilots in a race



HOW TO DO IT

● Accelerate to full speed and follow **Wedge** along the right hand path. Stay fairly high but don't try and cheat by flying over the bends.

● When you come to the corners slam on the brakes, turn, and accelerate back up to top speed. Keep doing this, keeping **close** to **Wedge** as you can, and you'll find he slows down near the end. This is your chance to overtake!

● Oh yeah, and you can't use your blasters on your opponents. It just isn't fair apparently.

MEDAL TIPS:

● Just beat **Wedge** to get **gold** medal. Simple!

OBTAINABLE BY

Getting at least a silver medal on each level

OBJECTIVES

- 1) Destroy the Death Star via a torpedo into the power plant

HOW TO DO IT

● If you're desperate to finish, close the **S-Coils** and speed through the trench, weaving from side to side to dodge the laser fire. You should reach the exhaust port **without** too much damage.

● For those of you with a backbone, here's the way to do it. The first few gun turrets are staggered, making it easy to take them all out. Stay as low as you can to elude the **TIEs**.

● The larger gun emplacements take more shots. If you haven't got advanced blasters then forget it.

● The small exhaust port at the end of the trench is heavily guarded; don't try and take them all out, instead, increase altitude as you get close and take **sharp** dive, firing your missiles into the hole.

GENERAL TIPS

● You need 30 kills for gold and you've only got 2'45" to do it in. Don't use the brakes too much and make sure you get as many turrets as you need. Close the wings to get to the end of the trench.

● Your accuracy rating must be at least 70% but this shouldn't be a problem.



OBTAINABLE BY... Getting a gold medal on each level

OBJECTIVES

- 1) Destroy the Probe Droids
- 2) Defend Rogue Ten from the AT-STs
- 3) Defend the generator from the Imperial attack

HOW TO DO IT

● Advance slowly towards the **Droids**. Use your blasters to shoot them all down in one pass before watching the cut scene.

● Fly to the pilot's rescue staying high as you approach. Hit the brakes and shoot two of the **AT-STs**. Turn right and fly forward before making a **U-turn** to blast the chickenwalker in the back.

● To save the generator, shoot the two **AT-STs** on their own before turning left and shooting the group with the walkers. Fly through the legs of **one** of the walkers and activate the tow cable. Tie it around the legs then do the same for the other one.



● Head towards the generator and turn right to **shoot** the last couple of Imperials. Take down the **AT-AT** and destroy the chickenwalker.

GENERAL TIPS

● The time limit is tight - less than five minutes. Make long passes over the **AT-STs** to ensure you destroy them quickly.

● There are loads of stormtroopers running with the **AT-STs** and **AT-ATs**.

CHEATS

MORE CHOICE

To use the **A-Wing**, **V-Wing**, and **X-Wing** in more missions simply complete the game. You **now** choose which craft to use when going back for medals.

MILLENNIUM FALCON

Enter the password **FARMBOY** to use Han and Chewie's craft.

TIE INTERCEPTOR

Enter the password **TIEDUP** and **move** to the Falcon on the hanger screen. Press **UP** to find it around the back.

CRAZY CAR

Use the password **KOELSCH** and select the **V-Wing**. You now have **fly** car. (NOTE: The game will crash if you pause.)

LEVEL SELECT

To open up all the levels (including the bonus ones) use **DEADDACK** as your passcode.

ALL WEAPONS

The word(s) **TOUGHGUY** will grant you all the firepower you'll ever need.

INFINITE LIVES

IGIVEUP should help survival.

NEW RADAR

For a more realistic radar type in **RADAR** at the password screen.

HARDER GAME

Try entering **ACE** **your** code to increase the difficulty.

AT-ST BONUS LEVEL

Enter the word **CHICKEN** for **small** bonus level. Hold the **Z** button to **move** the head, and press **B** to fire its weapon.

SOUND TEST AND MOVIES

The words **MAESTRO** and **DIRECTOR** will open up some **options**, allowing you to

listen to the in game music and watch the cut-scenes (minus the ones from the bonus levels).

VIEW TEAM PHOTO

If you enter **BLAMEUS** on the passcode screen you'll be treated to a photograph of the game's producers.

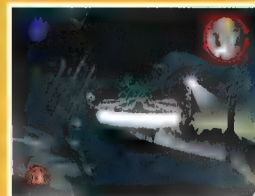
WHO DID THIS?

Use the password **CREDITS** to find out who's behind this great game.

FREAKY BEARDED BLOKE!

Use **HARDROCK** **your** code then go back to the

START/OPTION screen and wait for one of the demos to begin. Tap the **A** button to return to the main screen and watch as Luke's head is replaced by someone elses...



N

HELP WANTED!

Experts wanted to write game guides. Excellent rewards! Apply 

Are you so good at gaming you think you can teach other readers a thing or two? Is there a particular game you think you're especially good at? If the answer's yes to either of these questions then we want you to tell us about it.

Read the rules below and get writing and if your guide gets printed in the mag you'll be rewarded with an exclusive N64 record bag designed by our very own Wil Overton. Include a photo and we'll print that too!

THE RULES

- Your guide should be about 600 words of expert advice on a game that you know inside out, back to front and, generally, like the back of your hand.
- Don't try to write a guide for the whole game. It's better to try and focus on just one aspect and produce a definitive guide to that.
- Don't worry about pictures too much. Wil and his army of art monkeys will sort that out. It's detailed writing that matters.
- Don't forget to include a photo.

Please send your contribution to:
Help Wanted,
N64 Magazine,
30 Monmouth Street,
Bath BA1 2BW.

Remember to include your name and address, so we can a) credit you, and b) know where to send your record bag.

And one final thing: your entry will probably stand a better chance of getting printed if you do something a little bit different, and on a not-so-obvious game – there's nothing wrong with a multiplayer guide, for example, but we'd rather not run one every month. Oh, and good luck!



HOW TO... get every last thing in WWWF WARZONE

By Andrew Holt, Nottingham

WWF Warzone is a great little wrestling game with high resolution graphics, loads of moves and none of the nasty glitching that spoils the WCW series.

There's loads of stuff to find, with most of it coming as reward for beating the game in various ways. Here's Andrew's guide to getting the very best from the N64's premier rasser.



Select other outfits

Most of the wrestlers have two outfits.

Press the relevant buttons when selecting your character:

- 1st Outfit: Press A
- 2nd Outfit: Hold Right-C + press A
- 3rd Outfit: Hold R + press A (Steve Austin & Goldust only)
- 4th Outfit: Hold Top-C + press A (Steve Austin & Goldust only)

Earn Attributes for custom wrestlers

Below are the total number of Attribute points and which matches/difficulties to earn them in. You must win the match with the wrestler you want to earn the attributes for.

Game mode	Requirement & difficulty	Points
Challenge	Win the WWF title on hard	4
Versus	Win a match on hard	1
Tag	Win a match on medium or hard	1
Cage	Win a match on medium or hard	1
Weapons	Win a match on hard	1
Royal Rumble	Win the Rumble on medium	2
Royal Rumble	Win the Rumble on hard	3
Gauntlet	Win all six matches on medium	2

TOTAL = 15 points (added to 25 = 40)



- ▲ Take your partner by the hand... No, that's not right. Let me show you.
- ◁ Yes, that looks like a nasty bruise on the left buttock. I'd take a trip to the doctor.

Call-ins

These are used to call in another wrestler to help you out during a match, although only during a one-on-one fight (either Versus or Challenge, otherwise you'll be disqualified). To call someone, hold both of the shoulder buttons and the Z trigger (L+R+Z), and then press a direction on the D-pad plus an attack button.

Wrestler to call-in	Button combination
Shawn Michaels	(Holding L+R+Z) Left + Punch
Steve Austin	(Holding L+R+Z) Up + Kick
The British Bulldog	(Holding L+R+Z) Left + Kick
Farooq	(Holding L+R+Z) Up + Punch
Goldust	(Holding L+R+Z) Right + Punch
Triple H	(Holding L+R+Z) Right + Tie-up
Mankind	(Holding L+R+Z) Up + Tie-up
The Rock	(Holding L+R+Z) Right + Kick
Ahmed Johnson	(Holding L+R+Z) Up + Block
Bret Hart	(Holding L+R+Z) Left + Tie-up
Owen Hart	(Holding L+R+Z) Left + Block Left
The Undertaker	(Holding L+R+Z) Right + Block
Ken Shamrock	(Holding L+R+Z) Down + Kick
Kane	(Holding L+R+Z) Down + Tie-up

Attributes shortcut

Firstly, take a character through the game and earn them the 40 attributes. Save them in a new slot on your memory card. Now go to Create-a-Player and load your character. Change the name, appearance etc. and save them in a new slot. Repeat this for all your custom characters and they will all have 40 points.

Win matches easily

When the match starts, run out of the ring; your opponent will follow you. Keep running around the ring until you get a good distance away from him. Climb onto the apron and then climb the nearest turnbuckle. When your opponent catches up, hit him but instead of beating him while he's stunned, climb the rope again and hit him when he gets up. Simply repeat this over and over.

Unlimited belts

Follow the steps below to gain as many belts as you want:

- Complete the challenge with two different wrestlers. Both wrestlers should have two titles each – World and I.C.
- Plug a second controller in.
- Go to three player Versus mode and select one of the wrestlers that completed the Challenge for Player 1, and the other wrestler for Player 2.
- Play as Player 1 and defeat Player 2. The winner should now have three belts.
- Go to Options.
- Go to Save Game and save the winner's game. DO NOT SAVE THE LOSER'S GAME.
- Exit the Save Game and then the Options menu.
- Say 'Yes' to saving to controller pak 1.
- Reset the game.
- Now you can win another belt from the loser.
- Repeat the pattern many times.

Cheats

Simply tap L then R at the Elevator Screen to get the cheat menu. All the cheats you earn from now on will appear here. Shorten the match length to 'minimum' to make your tasks easier.

Play as Dude Love & Cactus Jack

Win the Challenge Mode with Mankind on either the 'normal' or 'hard' setting to enable Dude Love and Cactus Jack. They are found on the wrestler select screen along with the other original characters.

Play as Sue

Win the Challenge mode on either 'medium' or 'hard' difficulty level using either Bret or Owen Hart in order to enable the Sue cheat. She can be found in the custom wrestler list.

Play as Rattlesnake

If you beat the challenge with a custom wrestler who has 40 of the possible 50 attribute points, you'll gain access to a special Hero wrestler called Rattlesnake, who has all 50.

Beans mode

Beat the challenge with either Thrasher or Mosh, and you'll enable the Beans Mode. All the grunts and groans of the wrestlers during a match are now replaced with burps and farts.

Disable all meters

Beat the Challenge with the Undertaker to enable No Meters mode. You'll then be able to disable the on-screen health meters.

New outfits for Austin

Win the Challenge mode on either 'medium' or 'hard' difficulty level using Stone Cold Steve Austin. Now you'll have access to Steve Austin's two extra outfits.

More outfits for Goldust

Win the Challenge mode on either 'medium' or 'hard' difficulty level using Goldust in order to enable the Extra Gold mode.

Create women in create player mode

Win the Challenge mode with Triple H or Shawn Michaels on the 'medium' or 'hard' setting to enable Ladies Night. This will allow you to create women in the Create Player mode.

More outfits in create player

Win the Challenge with Kane to enable New Duds mode.





TICKLED LINK!

You must have played it by now. *The Legend of Zelda: Ocarina of Time* is, quite simply, the very finest videogame known to mankind, resonating brilliantly on so many levels that it can only be described with

the four most over-used words in the world: *The Best Game Ever*. There aren't words enough in this entire magazine to list its achievements. Suffice to say that there's never been a world so completely realised within a game before, and one so full of finely judged moments, events and puzzles that, well, it beggars belief, really.

But you know what we think of it. Which is why we asked to hear from you, and what you think about *The Legend of Zelda* – your very favourite bits, the best tips you've managed to ferret out, and the songs that you've learnt to play on your Ocarina. So read on – the next few pages are all your own work.



SINAGLONGALINK!

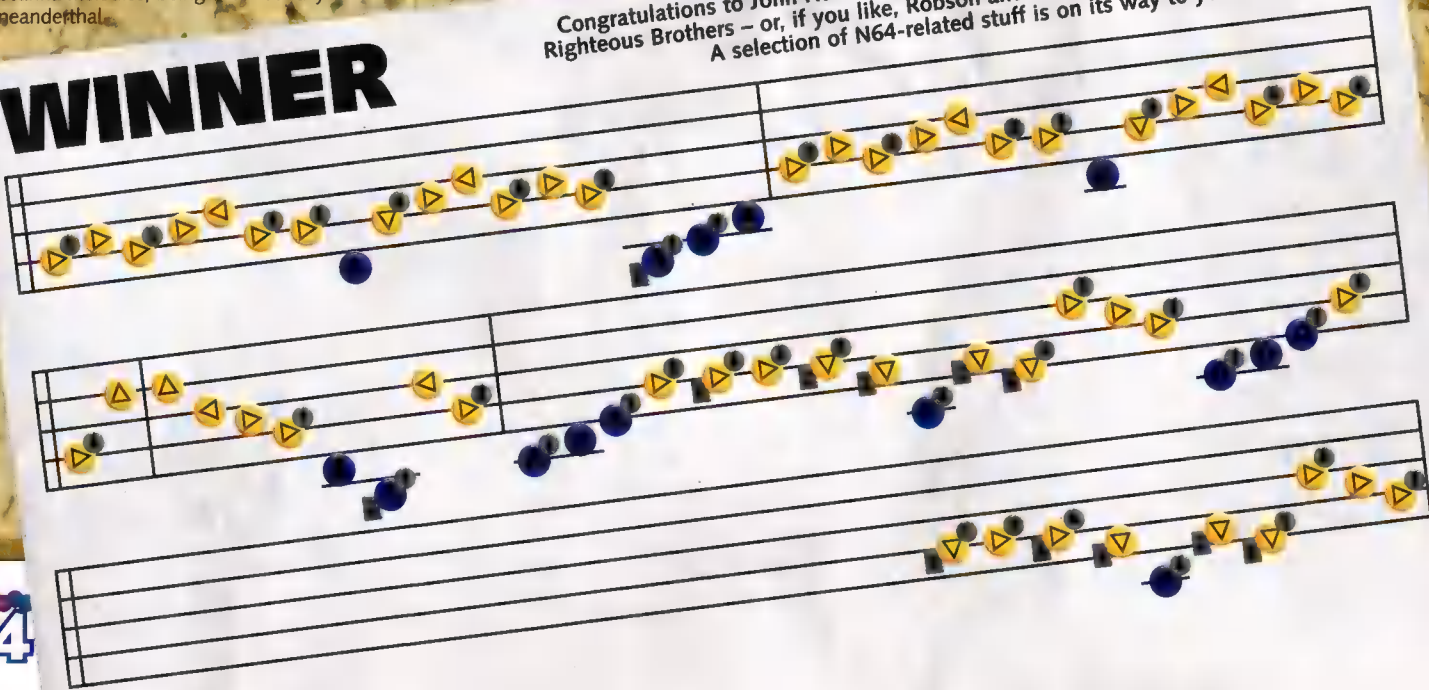
Apart from Martin's frankly terrifying renditions of Metallica's "Enter Sandman", and Tim's struggles to bring the Wurzel's "I'm A Cider Drinker" to tuneful life (it's his favourite song) we've had little luck with creating our own ocarina melodies, being the musically neanderthal

bunch that we are. So we left it to you to amaze us with your own compositions – and, apart from those of you that nicked the instructions on playing *The Simpsons/Titanic/Jurassic Park/Men in Black* themes from the Internet (shame on you!), we had a pretty

diverse response. No-one managed "Firestarter" unfortunately, but there's not really much of a tune there, anyway...

Congratulations to John Hunstable of Devon for his detailed transcription of the Righteous Brothers – or, if you like, Robson and Jerome's – "Unchained Melody". A selection of N64-related stuff is on its way to you as we speak.

WINNER



LEAD

It's about time you had your say on the Best Game Ever... so here you go!



WHERE WE'VE TIPPED ZELDA BEFORE

It's the best game ever! And you know it. Which is why we've covered it in a frightening amount of depth...



Issue 25

A bafflingly comprehensive guide to finding all the weapons and equipment! A-ha!



Issue 26

How to succeed at mini-quests, cucco-finding, poe-catching and, well, much, much more!



Double Game Guide + No. 14

A complete walkthrough – on how to complete the game in under 60 hours. Hardy? You betcha!



Official Zelda Guide Book

And a complete magazine containing EVERYTHING in the game. Utterly indispensable and out now! Get it in!

Honourable mentions also go to:

- Mark Bockler for his rendition of the X-Files theme tune.
- The anonymous reader who sent us instructions on how to play Rendezvous '98, the ITV World Cup theme.
- Young Michael Kennedy of Egham Surrey, for telling us how to play Zelda's Lullaby on the piano.
- Christopher Conn of Millfimer, for his superb "With A Little Help From My Friends" by the Beatles.



YOUR ZEL

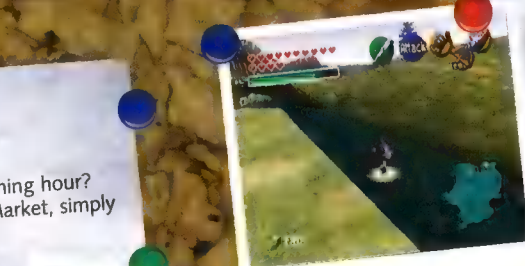
Crikey. Not since the *Mario Kart* Championship have we had such a smashing response – we've had to raise the ceiling in the office just to accommodate all of your tips! As there were so many, and lots of people sent the same tips in, apologies to those people who haven't featured – and please don't worry if only a snippet of your tips appeared, we simply didn't have the room to print the pages and pages some of you sent!

Winner of the Best Tip was Bazgar Ahmadzzi of Exeter, for finding something original, quirky, and just a little bit odd. Unfortunately, we've lost your address, so do please get in touch so we can send you a prize. Well done, Bazgar, and congrats to the rest of you. There's some tippage following...

Best Tip

Want to see the sun well after witching hour? Instead of entering Hyrule Castle Market, simply climb up the left drawbridge chain (obviously in the day) and walk all the way up to the top. Now face west, turn just a little bit to the left and press Z to position the camera. Wait for the werewolf howl, and, just to the right of Link, you'll see a polygon of black space, and in it you can observe the sun sliding beneath Hyrule. Spooky or what?

Bazgar Ahmadzzi, Exeter



You can extend the range of the Hover Boots, allowing you to get items that may seem out of reach. To do this, roll attack off the edge with Forward + A, take a few steps forward then roll attack again, and you'll get a lot more distance out of your hover.

Tom O'Brien, London

I've found something interesting about Link – he's got his ears pierced! Don't believe me? Pull him up close to the camera and check it out!

Chris Pole, Cardiff



When in Gerudo Fortress, you'll notice skulls of dead animals hanging on the wall. Shoot them with your bow to get such things as Rupees, Arrows and Health.

John Tye, London

If you dive deep and want to see your surroundings, hold Z – in Surround Sound mode this gives a very cool sound. It's like being under water.

Stand still, face forward and slightly push the analogue stick to your right. It takes some practice, but when you master it, the camera spins around Link until you're dizzy.

Arne Viggo Rognlien, Norway

If you want to quit a dungeon that you've got the map for, and if you're quite a way inside it, use Farore's Wind to create a warp point and save and quit. When you come back you'll be at the dungeon's entrance, but your warp point will still be there. Use Farore's Wind again to get back to it.

Aliette de Bodard, London

When trying to beat the record of one minute on Dampe the Gravekeeper's race, you'll find a helpful shortcut when you come to the spiral slope. At the end, aim your Longshot at the flaming torch by the doorway and you'll be pulled up.

Max French, Dundee



If you roll attack a tree you get extra Rupees, other freebies and, sometimes, Gold Skulltulas!

Freddie Daniels, Cambridgeshire

If you slash a sign to smithereens, you can put it back together by playing *Zelda's Lullaby*. The sign will magically recreate itself in front of your eyes.

Richard Fisher, Reading



DA TIPS!

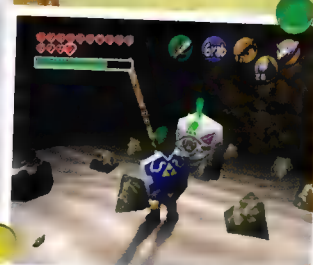
When fighting Volvagia, hit him so he flies out of his hole. As he rises, walk slowly to the edge of the platform, fall off and Link will hold on with one hand - Volvagia's rocks and flames can't hurt him.
Mark Keane, Southend-on-Sea



I have found the following things on Zelda: When fishing as adult Link, aim right and you should be able to steal the bloke's hat. Once you've picked something up, press R and it will break on your back. Adult Malon is wearing a Bowser brooch. Tap a butterfly with a Deku Stick and it will turn into a fairy!
Catherine Michie, Putney



Want to use Biggoron's sword and a shield? You can, sort of, but it's quite tricky. When holding the sword, just tap the C button that is assigned to the Longshot, for example, then press R for the shield (you may need to tap the C button twice consecutively).
Andy Koy, London



Do a jump attack on a Gossip/Time Telling Stone with a Deku Stick. When the Deku Stick breaks, you should be left with half in your hands. This piece is unbreakable, and is twice as strong as the Kokiri Sword.
Chris Noon, Kent

If you put a bomb in front of the tombstones that tell you the time, they will take off like a rocket! And, as an adult, with the Megaton hammer, you can squash the same tombstones flat.
Craig Ellis, Livingston

Once in the Lost Woods, go right, left, right, left and left. You'll come to a clearing with a tree. Go to the left of the tree and you'll drop down a hole that's hidden under the grass. If you're little Link and you take a mask from the Happy Mask Shop you'll get a prize from the Deku Scrubs down there, a different one for each mask.
Ruben Larsen, Norway

Go to a Fairy Fountain. Swipe at a fairy with a bottle, but just before you collect it hit Start and replace the C button assigned to the bottle with a useless item such as the claim cheque for Biggoron's sword. It should, on the equipment screen, replace the cheque or other item with a bottle, bringing your bottle total up to five. This can be done with any piece of equipment.
Karim Dandashi, Weybridge

Want to enter Gerudo Fortress as a boy? It's useless and nearly impossible, but... Firstly, warp to the Desert Colossus as a boy and enter the Haunted Wasteland. Then, cross it (nearly impossible) and look for a section of the sand river which is slightly thinner. Roll into the jump and voilà! You've done it. Now get captured and wince at your impossible position.
Thomas Philips, Harrow



As either Link, go to Kakariko Village. When you walk in you'll see a tree in the middle. Walk about ten paces behind the tree and you'll be in the centre of an open area in town (if you have the Stone of Agony, you'll hear it rumble). Place a bomb there and back away - it'll blow a hole in the ground. Kill the two mummies with the Song of the Sun and your sword, and a treasure chest will appear with a Golden Rupee inside.
Paul Foster, Kirkby Malham

By the tree near to where you woke up Talon at Hyrule Castle (in the corner by the fences), there's a secret grotto. Play the Song of Storms to open it up. It has three blocked entrances. All you need to do is bomb them. You'll find a Gold Skulltula down there.
Spandrew, Edgbaston



In the market in Hyrule there's a magic chest game you can play at night, to the right, near the back alley. Use the Lens of Truth to cheat and see what is inside each of the chests!
Chris Redit, St. Albans

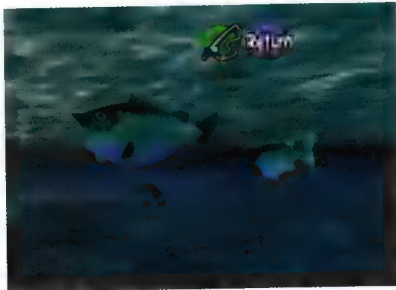


YOUR FAVOURITE ZELDA 'BITS'!

Zelda is chock-full of moments of brilliance. From the wonderfully huge bosses – that Morpha, eh? – to the sunsets, to all the sub-games; there's something for everyone to admire. And here's what you liked best...

Being a keen fisherman, I have lost count of the number of hours I've spent casting a line into the small fishing pond. You see, in my opinion – with the rumble pak attached – Nintendo's designers have managed to capture the true feel of what it's like to have a real fish tugging on the end of the line.

Ian Taylor, Reading



△ The fishing game at Lake Hylia proved to be hugely popular with you all.

My favourite bit of *Zelda*, (apart from the stunning end sequence) is when you beat Twinrova in the Spirit Temple and the two crones have that hilarious argument. Really cracked me up.

Robert Johnson, Coventry



△ The cut scenes are stunning – and we're glad you agree with us.

One of the things I liked best was the friendship between Link and Sheikh, especially their encounter at the Fire Temple. The things that Sheikh said were just so... deep!

Elise



△ Time travel – always good for shocking plot twists.

My favourite *Zelda* bit? I could say it in one word – 'everything' – but that would be too short. *Zelda* is so great that I could go on forever...

Juan Orive Siviter, Madrid

After playing *Zelda* I realised that the cut-scenes were absolutely brilliant, they were made exactly to fit the mood of the game and could not have been bettered.

Osman Muhammed, Streathsam

▽ Tim lives in a house like this. He built it himself. The klutz.



△ *N64* only the world's best game, but its finest-looking one, too.

The best bits are (deep breath)... the grappling hook weapon, all of the cut-scenes, the bit where you have to take a rapidly decaying old mushroom to the old hag in Kakariko Village, riding Epona, playing hide-and-seek with the guards at Hyrule Castle and, well, the whole game really. Thank God I pre-ordered – it's genius on a cart. Well done Shigsy.

Chris Charlton, Cambridge



△ Epona – officially the best horse in videogames ever. Fact!

My favourite bit in *Zelda* is the music. My favourite tune has to be when you're in Gerudo Valley – brill!

Gary Smith, Telford



△ More bit scene wonderfulness. Has ever a game been so complete?

I suppose my favourite part has to be the outstanding graphics. The best bit is the church (the Temple of Time) when you are adult Link – the way Death Mountain blends in, in the background, is just tremendous.

Darren Lee Galt, London



△ A big fat man laughing as big fat men are wont to do.

The cut scenes and the way they add to the already epic storyline. I like the one, in particular, where just after you get the three stones, Ganondorf is chasing after Zelda on horseback and he comes face-to-face with Link. The close-up on Link's young, childish face is like most things in the game: breathtaking.

Manolis Kalaitzake, Ireland

Link's departure from Kokiri Forest is pure Star Wars. Saria's desperate "you're our only hope" is pure Princess Leia, and the wooden bridge location for the emotional farewell can only be Return of the Jedi's Leia/Luke sibling revelation.

As for individual moments, it has to be charging towards the back of Lon Lon Ranch and flying over it on Epona... it just summed up the degree of freedom for me.

Pete King, Rustington

It has to be the cut scene where the Deku Tree sadly dies (RIP). When I first saw this, it took me by surprise, I was just expecting him to grant me permission to leave the forest. I was so excited I forced my mum and dad out of bed on Christmas morning to watch it again. And again.

Alex Gainsbury, Witham

The sub-games – not only are they great fun, you can also hold competitions with

friends, such as racing Dampe the Gravekeeper. My entire family, including my grandparents, competed in a hectic fishing tournament at the fishing pond.

Adam Zarr

The first time you ride Epona and beat that horrible Ingo fellow. Jumping over the back wall, thus making Epona your very own, must be one of the bestest bits in videogames.

Ben Nathans, Smethwick



△ There's so many little hidden bits - such as here, in the Forest Stage.

Finally solving a puzzle or beating a boss that has caused you great frustration for a long while. The relief, and the sense of power that you get from overcoming a particular barrier using your own knowledge, brains and reflexes is indescribable.

Thomas Jones, Upminster

As older Link, get Epona, go back to the Ranch after waking up Talon (in Kakariko Village, with the cucco), talk to Malon and complete the obstacle course in under 50 seconds. Then, when you go back to Link's treehouse, you'll find the "best present ever!". It's great!

George Armstrong, Leighton Buzzard



△ Ooh, the drama of it all. It's like Eastenders, but better.

My favourite bit is when you play Saria's Song to the King of the Gorons (Durania), and he starts dancing. It just cracks me up!

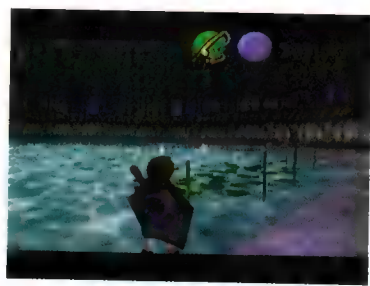
John Tye, London

The way the storyline evolves over the seven years. One minute you're sprinting through a bustling medieval marketplace and then, after a trip to the Temple of Time, you emerge into a wasteland which looks more like Resident Evil.

Steven Ward, Yorkshire

That great paradox when you learn the Song of Storms. You learn it in the future, then play it in the past to drain the well, and then make the windmill man learn it to tell you how in the future...

Misha Sumra, London



△ Fishing again. Martin still hasn't got the Hyrule Loach.

My favourite Zelda bit has to be, I think, maybe, possibly, um, the boss introduction cut-scenes. The bosses themselves come a close second. Probably my favourite of these cut scenes was Morpha, tracking Link in the water in first-person viewpoint. It was just... eeuurghh! It still sends shivers down my spine.

Peter Jones

PS. Does the lakeside laboratory scientist, or maybe old Dampe, resemble Wil in anyway? (More than you could possibly imagine – Ed.)



△ Horses, arrows, sunrises... Zelda has everything. And then some.x

Here are my ten favourite things about Zelda (not in preference). 1) Horseback archery. 2) Frog chorus bug catching. 3) The look on Saria's face as you leave Kokiri village for the first time. 4) The sequence when you meet Zelda for the first time. 5) The detail on the witch's face in the potion shop when using the first-person view. 6) Waterfall diving in Zora's Domain. 7) The feeling of relief as Ganon dies just as I'm about to run out of magic and can finally relax and watch the end sequence (which is no. 8). 9) Stepping into the market square after time travelling for the first time – horror! 10) Malon singing in Lon Lon Ranch.

Lee Wilson, Armitage

TIPS EXIT

Battletanx

CHEAT CODES

- All weapons • PLVRZM
- Choose gang • LTSLTSGNGS
- Frog mode • FRGZ
- Hurl mode • HVRL
- Infinite ammo • LTSFBLLTS
- Infinite lives • LVFRVR
- Invincibility • MSTSRVV

Invisible tanks • CRSTLCLR

Run story • CDPLT



Storm ravens • WMNRSRTR

Toad mode • TDZ

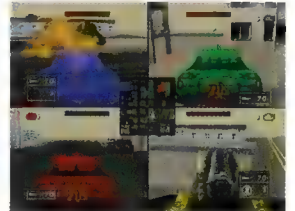
Trip mode • CNCTHRTM

LEVEL CODES

- | | |
|---------------|---------------|
| 1 FRHBWNTNTK | 8 WHSNKNFRGS |
| 2 LHTTTBKRLS | 9 CRFPHGCTKP |
| 3 RCJRWPCJGM | 10 HHRBKPVWGB |
| 4 VVSLGGVHRF | 11 WFHMKCFWLB |
| 5 LPFFLNHJJF | 12 SPLJTLRFS |
| 6 CTMGPRWGBH | 13 LTSLTSGNGS |
| 7 HPJMKGM CJV | |

SELF DESTRUCT

If you get stuck in a corner or just want to use a different tank in multiplayer, hold down all four C-buttons to blow yourself up.



Castlevania

ALTERNATIVE COSTUME (Carrie)

At the top of the Tower of Sorcery, just before the exit, you will see a torch on a floating platform. Use holy water to mark out the invisible path that leads to the torch, and whip it to reveal the jewel which unlocks Carrie's second outfit once you've finished the game.



ALTERNATIVE COSTUME (Reinhardt)

On the third level of the Tower of Execution, slash one of the iron maidens to get the execution key. Return to level two and unlock the iron gate. Walk down the hallway and look over the ledge, where you'll notice a floating

platform with an iron maiden. Break it open to reveal a jewel and unlock Reinhardt's second outfit.

FREE LUNCH

If you stand in front of most statues and press the action button you will receive a nice lump of chicken or beef. BEEF!!!



FIGHT CHARLIE

Use the sun and moon cards sparingly, as they accelerate the game's clock. If you take too long to reach Dracula, Charlie will have got there first and succumbed to the Prince of Darkness's charms. So you'll have to kill him. Completing the game quickly

avoids this awkward situation and earns you a peek at the 'good' ending.



FIGHT RENON

Cash-happy shopaholics beware – if you spend more than 30,000 gold pieces on goodies from Renon's spooky store he'll reward your customer loyalty by fighting you to the death.

EXTRA DIFFICULTY

In the forest stage you'll find a torch on a floating platform.



Collect the green jewel from inside it and once you've completed the game you'll be able to choose a new harder difficulty level.



RA

Welcome to cheat code central. Remember to check your integrity at the door.

XG2



- Overhead view • SPYEYE
- Pixellated mode • PIXIE
- Random course • JUGGLE
- Remove engine • MISPLACE
- Spinning camera • SPIRAL
- Tron mode • NEUTRON
- Turbo mode • XXX

CHEAT CODES

Enter any of these as your name for the desired effect – the combination of Tron and Wipeout mode is particularly cool.

Wipeout mode • 2064

Wireframes • LINEAR

Infinite nitro • NITROID

Infinite shield & laser • XCHARGE

Infinite weapons • MISTAKE

Low-res mode • FLICK

No info • NOPANEL



Rogue Squadron

CHEAT CODES

- All power-ups • TOUGHGUY
- AT-ST bonus level • CHICKEN
- Beardy • HARDROCK
- Cadillac V-Wing • KOELSCH
- Credits • CREDITS
- Expert mode • ACE
- Factor 5 gallery • BLAMEUS



Infinite lives • IGIVEUP

Level select • DEADDACK

Millennium Falcon • FARMBOY

New radar • RADAR

TIE Interceptor • TIEDUP

View cut scenes • DIRECTOR

Music and models gallery • MAESTRO (after entering the DIRECTOR cheat)



Classic tip Shadows of the Empire

Break the game wide open with this decidedly odd cheat: a remnant of the programmers' own debug mode. You can unlock all the levels, walk through walls, and see all manner of strange things.

1. Enter your name as _Wampa_Stompa (the underscores are spaces) and start a new game. Remember, there is one space before Wampa and two before Stompa, and the W and S must be capital letters.
2. Begin playing on any level and pause the game.
3. Hold down all of the following: All four C-buttons, Z, L, R and Left on the D-pad.
4. Keep holding them down and push the analogue

stick halfway to the left – hold it there for about five seconds until you hear a 'donk' sound.

5. Repeat, but hold the analogue stick halfway to the right until you hear the sound again.

6. Repeat again to the left, then to the right, and to the left once more.

7. Pink text will now appear at the top of the screen. Use L and R to change the options, some of which can be altered with the analogue stick. Press A to activate the ones you want.

8. Whenever you want the cheat menu back, pause the game and hold down all the buttons from step three again, then move the analogue stick left or right.





ACTION REPLAY CODES

ROGUE SQUADRON (PAL)

- Infinite Lives80130AF0 0003
- Infinite Missiles/Bombs/Torpedoes8010CA02 0006
- Level Select**
Insert level number below at **.
- Ambush at Mos Eisley
- Rendezvous on Barkhesh
- The search for the Nonnah
- Defection at Corellia
- Liberation of Gerrard V
- The Jade Moon
- Imperial Construction Yard
- Assault on Kile II
- Rescue on Kessel
- Prisons of Kessel
- OA Battle above Taloraan
- OB Escape from Fest
- OC Blockade on Chandrila
- OD Raid on Sullust
- OE Moff Seerdons revenge
- OF Battle for Mon Calamari
- Beggars Canyon (Hidden Level)
- The Death Star trench run (Hidden Level)
- Battle of Hoth (Hidden Level)800CDA91 00**

- Infinite Shields/Hull**
Star Ships shield/hull will not decrease when shot. You can still die if you crash into buildings.
-80137E5D 00AF
-80137E5E 0000
-80137E5F 0000

BUST-A-MOVE 2

- Infinite Credits**
(Credits will not decrease when used)80120171 00FF
- Bubble Pointer always on** (Puzzle Game)
(Pointer will stay on during the puzzle game)801807CD 0001
- Bubble Pointer always on** (1P VS CPU)8017E1FD 0001

GOLDENEYE

- Infinite ammo800BA897 FFFF
- Infinite health810BA3DC 3F80
- Blow up doorsD00572D1 0020(PRESS L)800BAF1C 0007
- Infinite ammo8009DF97 FFFF
- Infinite health8109D7DC 3F80
- Blow up doorsD00572D1 0020(PRESS L)8009E31C 0007

- Infinite ammo800C0F97 FFFF
- Infinite health810C07DC 3F80
- Blow up doorsD00572D1 0020(PRESS L)800C131C 0007

- Infinite ammo8009B797 FFFF
- Infinite health8109AFDC 3F80
- Blow up doorsD00572D1 0020(PRESS L)8009BB1C 0007

- Infinite ammo800AE397 FFFF
- Infinite health810ADBDC 3F80
- Blow up doorsD00572D1 0020(PRESS L)800AE71C 0007
(Rest to follow next month)



All of these codes only work with the Action Replay cartridge from Datel. For more details call Datel on 01785 810800.

If you come across any codes pop them in the post to Tips Extra (Datel Codes), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.

READERS' TOP TEN TIPS

We moved office this month and it took the combined muscle-power of Jes, Tim Wil and Paul to carry the humungous box o' tips to our new home. We sift through the box every month, picking the very finest tips

for inclusion here. If yours is the best you get a flashy pad from Interact (01204 700139). The sender of every other tip printed gets an N64 pin badge. Top!



Tip of the month

1 Legend of Zelda
Trample over the chickens in Lun Lon Ranch whilst riding Epona and they'll chase you all over the

place, but won't be able to hit you. It's an absolute riot.
Jonathan Millar, Eniskillen

2 Top Gear Overdrive
If you use a fast car on the beach course you can skid round the third big corner and fly off into the lake in the middle. This will make you automatically appear near the finish.
Simon Jack, Herts

5 V-Rally
Reverse before the start of a time trial to get a flying start. The timer won't actually begin until you cross the line.
Iain Dalby, Jarrow

Ben Liu, Newcastle-Under-Lyme
9 FIFA 98
To get an opposition player booked or sent off at any time, pass back to your keeper and dive anywhere near an opponent. Voilà!
Robert Gates, Cobham

3 F-Zero X
Assign buttons R and Z to autofire (assuming you've got an autofire joystick) and your nudges and tight cornering become mega side attacks. You can smash through the pack and eliminate four or five enemies on tight bends.
Simon Edwards, London

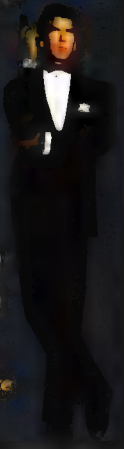
6 WWF Warzone
Press A and Left-C with Shaun Michaels when he has his back to the ropes and he'll do a third taunt.
Dominic Hague, Stevenage

10 GoldenEye
Choose Oddjob as your character, press R to aim, hold Bottom-C to kneel down, then release R. You can scoot around the level on your knees, and you're almost impossible to hit.
Tomas Skvykr, Basingstoke

4 GoldenEye
Not so much a cheat as a pointless glitch: Use Tiny Tim on the Dam level and duck down in front of the truck. When it passes over you stand up, and you'll be carried around the level inside it.
Nathan, via e-mail

7 Body Harvest
Park behind but slightly under the scorpion on the American stage and he'll kill himself with his own tail.
Joe Forster, Gosforth

8 GoldenEye
Are you sick of waiting for ammo/armour to reappear? Well what you do to get it quickly is look away from where it appears, pause the game, and when you unpaue it it should be back.



YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash N64 pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

cut out and send to

TIPS EXTRA

Send to: Tips Extra, N64 Magazine, 30 Monmouth St, Bath BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my top tip

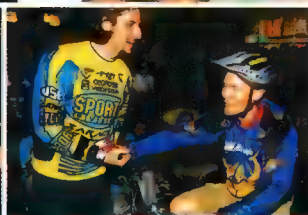
It's for [game name]:

And I've found that if you:

Name.....
Address.....
.....
.....
.....
.....
.....
Postcode.....



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The next generation PlayStation: **Edge** reveals all



16 million ~~polygons~~ per second and counting: **sony** redefines the **superconsole**

THE FUTURE OF INTERACTIVE ENTERTAINMENT

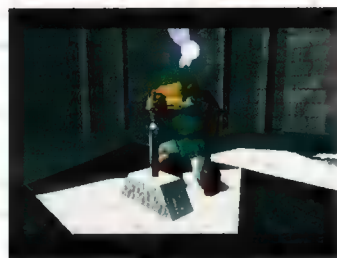
EDGE®

ISSUE 70 ON SALE MARCH 23

You can call him Kittsy (or The Kittster) if you want. But only outside of work...



Dr Kitts,
I got *The Legend of Zelda* for Christmas and have been playing it ever since. However, I've encountered a few problems, not least of which is this: Who do I give the rabbit ears, from the Happy Mask shop, to? If you could help me, Doctor, it would be much appreciated.
David Foster, Bedford



△ And here's a picture of the Linkster in action. Lookathimgol

Humming to himself, Dr Kitts turns his attention to the problem at hand:

This is actually fairly simple, young man. All you have to do is find the jogger in Hyrule Field. He'll quite happily take the rabbit ears away from you. Then, everyone's happy, yes?

Dr Kitts,
How on earth do you dive in *ISS '98*? I've been trying to do it for a while, but it's absolutely impossible. I

just can't work it out. You wouldn't have the answer would you, Doctor?
Richard Burne, Doncaster



△ Calling the medics on is probably taking your acting a little too far.

Dr Kitts closes the unabridged version of 'X-Cellent X-Raying!':
Yes. Indeed I would. When your player gets tackled and doesn't fall, immediately press any direction on the D-pad and the one-two, through ball, shoot and cross button simultaneously. If done correctly, your player will dramatically throw himself on the floor and claim a foul.

Dr Kitts,
In *F-Zero X*, in the title screen demos, the game appears to show CPU craft starting normal races with the help of a Mario Kart-style boost. Is there a way of getting this to work in the actual game? A secret button push, or a cheat? Enabling a turbo boost would be very useful.
Andrew Gordon, Lancashire

The Doctor smiles as one of his nurses tells him an old heart by-pass joke:

*There is a turbo boost in *F-Zero X* but, unfortunately, it's barely noticeable. If you press down on the accelerator just before the announcer shouts "Go!", you'll notice that your craft shoots off at a marginally faster pace than normal. Certainly, it won't take you as long to travel from 30th to 29th place. It won't, however, win you places by itself. Sorry.*

Dr Kitts,
Turok 2. Surely the hardest game on the N64, possibly even the hardest game in the world. And, not surprisingly, even given the fact that I am only a reasonable player of games, I'm stuck. On level five. Would it be too troubling if you managed to prescribe me a course of cheats? Maybe a level skip? Maybe an all weapons, or keys cheat? I'd be very appreciative.
Stuart Anturch, Worcester

Dr Kitts makes a small incision into a patient's chest:
*I'd have to agree with you, Mr Anturch, *Turok 2* is very, very hard. But we've got an extra special cheat that should help you out. Type in BEWAREOBLIVIONISATHAND at the cheat menu for absolutely everything you'd ever want from *Iguana's fine, fine game*, and make*

your life that little bit easier. Onwards, then...

Dr Kitts,
Is it right there's a secret team in *FIFA 99*? I've completed the Champions League, the UEFA Cup and the Cup Winner's Cup and neither give me any sort of new, improved team.
Edward Strachan, Loughborough



△ Football match day of the dead. A FIFA zombie shambles forth.

Realising it is blood he can smell, Dr Kitts addresses this pressing question:

You're almost there, young man. Simply win the International Cup as Brazil on professional difficulty level for the secret, and particularly useful, Atlanta Attack team. All you have to do now is just select them from the menu as normal. I hope that helps you out a little bit.



Got a gaming query?

Doesn't matter how small, or how precise, write into Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

**Dr Kitts' Game Clinic
N64 Magazine
30 Monmouth Street, Bath, BA1 2BW.**

cut out and send

Good afternoon Doctor...

I've got this terrible gaming affliction - it's like this...



My name is

and I live at

Post code

You're through to the...

NINTENDO

Well, there could only be one game to concentrate on this month: *The Legend of Zelda: Ocarina of Time*. We've had hundreds of thousands of calls here at the hotline from people stuck on the finest N64 game yet.

Anyway, to help all of you out there having problems, we've decided to print answers to some of the commonest questions we've been asked. However, what we really want you to do is write in to us (care of **N64 Magazine**) and tell us where you're stuck. We'll print replies to your problems on these very pages in the months to come. Can't be bad, can it?

Zelda: Ocarina of Time

COMMON QUESTIONS

Q How do you get into Dodongo's Cavern?

A Whoa there! Hold your horses, o' impatient ones! Before you can even think about getting into Dodongo's Cavern, you first have to go to Goron City. If you talk to the Gorons inside, they tell you their leader, Big Brother, has



locked himself in his room and won't come out until he hears from the Royal Messenger. And that's you! Exciting, huh? Go down to the bottom of the city (where the huge vase is), stand on the mat in front of the locked door and play Zelda's Lullaby to open it. Inside you'll find Big Brother. Talk to him to find out that he's a tad grumpy. What would cheer him up, I hear you cry? How about a quick blast on your Ocarina? However, Zelda's Lullaby doesn't cut the mustard. At this point you should have noticed that Navi has been droning on about Saria for quite a while now. Hmm, wonder if Saria knows any banging toons? If you wander back to Kakariko Village, the inhabitants will tell you that Saria seems to have disappeared off to the Lost

Woods. Typical. Finding her can be a bit of a pain until you start listening to the music in the background. The music will get quieter of you're going the wrong way, and louder if you're taking the correct route. Once you've caught up with her, have a chat and get her song (called, surprisingly enough, Saria's Song). Returning to Goron City, you can now play your new tune to Big Brother, who rewards you with the Goron Bracelet! This item will let you play with those lovely Bomb Flowers you may have seen dotted about the place. Leave Goron City, and talk to the Goron on the cliff above the entrance to Dodongo's Cavern (he's protecting the Bomb Flower from the sun). Pick up the Bomb Flower, and chuck it over the edge of the cliff, where it should smash the giant boulder blocking the entrance to Dodongo's Cavern into a million smithereens.

Q How do I get to the second floor in Dodongo's Cavern?

A After cruising around the first floor, you should have found the switch to open up the door covered with bars, on the left hand side of the main room. Going through this door, you'll find a large block of stone with the Bomb Flowers going all around it. Spookily enough, there's a gap in the middle which looks just big enough for another Bomb Flower, and Navi is blithering on about them in her inimitable fashion. So plonk a Bomb Flower in the gap and enjoy the pretty pyrotechnic display. The result of all this jiggerypokery is that the large block of unassuming

stone will transform into a staircase leading you up to the next floor. How convenient.

Q I'm in a room with lots of pillars and spikes moving backwards and forwards between them. What do I do here?

A On the opposite side of the room there's a large block in the wall with a ladder above it. Drag the block out from the hole and climb the ladder up to the top. Turn around and leap across to the pillar behind you. On top of this pillar is a chest and a Bomb Flower. Pick up the Bomb Flower and hurl it across the gap to destroy the large grey block at the top of the ladder. As a by-product of this satisfying activity, you should find a path through to the next area. (A path! A path!)

Q Done that, and now I've got this big flame in front of me on top of a pillar. How do I get past it?

A Above the door on the opposite side of the room there's an eye switch. Shoot the eye to get rid of the flame. Keep following the path through the door, killing all the enemies as you go, until you get to another room,



01703 652222



HOTLINE

this time with two flames on pillars. Shoot the eye above the door on the opposite side, jump over the first pillar, and turn left. In the alcove in the wall opposite you there's another eye switch. Shoot it to get rid of the second flame, then jump over to the door. Keep following the path forward until you get to the room with the Big Chest, which contains the Bomb Bag! Krackaboom!

Q How do you open the giant skull in the main room? I can see the skull denoting the boss behind it, but I can't get through.

A Once the Bomb Bag is safely in your sweaty hands, follow the path out of that room. You'll come back into the main room on the highest platform. Walk out onto the wooden bridge and look down through the gaps. Directly underneath you are the eye sockets of that huge skull. Drop bombs through the gaps so that they explode in the eye sockets (seeing red, geddit?).

Q How do you get the block to the switch in the room with the barred door?

A Once you've got the block into that room, you've done the hard work. Don't forget that Link can pull as well as push.

Q I'm in the room with the skull, but there's nothing in there! What do I do?

A There's a patch on the floor that's a different colour to the rest of the room. Exercise a

little destructive license with your bombs. Take that, floor!



Q How do you beat the Giant Dodongo? He keeps setting me on fire!

A Which is never fun, lets face it. Luckily this Giant Dodongo is susceptible to a taste of his own medicine. Wait until he opens his mouth and throw a bomb into it. When the bomb explodes, run forward and whack him with your sword. You can usually hit him two or three times before he gets up again, so swing your sword like a crazy thang to do maximum damage. When he does get up, boy is he mad! However, he's also incredibly easy to avoid. Simply walk towards the lava pit and stand as close to the lava as you can. He should miss you and keep on rolling. Saunter round in the opposite direction to catch up with him, and repeat the process.

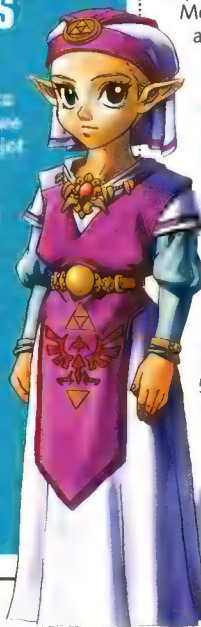
Q After you complete Dodongo's Cavern, Navi tells you about a fairy on top of Death Mountain. How do I get to her?

A From the entrance of Dodongo's Cavern, walk up the cliff until you come to the Goron (near the red flag).

Walk up the cliff past the Goron, and use your bombs to destroy the boulders blocking the path. Follow the path up to the top of the mountain (you'll need to climb the wall at the back – make sure you kill the skulltulas first, with the slingshot). At the top of the mountain there's a cave entrance to the right and a cracked wall to the left. The right hand entrance leads into the Death Mountain Crater area, which is currently too hot for you to enter, so bomb the cracked wall to your left. This is the first Fairy Pond, and to make the fairy appear, you need to stand on the Triforce symbol in the middle and play Zelda's Lullaby. Your reward here is the Spin Attack. Hurrah!

SEND US YOUR QUESTIONS

Stuck on a tricky bit in Zelda? Here at the Hotline we want to help you as much as we possibly can. So, just jot down on a piece of paper what you're having problems with and send it in to the N64 Magazine. They'll forward all your queries on to us at the Hotline and we'll include the answers in this column. Send your questions to: Hotline Zelda, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW



WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest games players in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

NOW ALSO AVAILABLE!

We now also have a fully automated service allowing you to get help on those games even into the wee small hours. The automated lines will provide help with most of the biggest release titles, 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling.

Call us on **0891 669945** and please make sure you have a pen and paper ready.



WIN! £1000 N64 OFFICE

Feather dusters at the ready,

Since Jas moved onto N64, our office simply hasn't been able to cope with his gargantuan slap and eight desks, eight chairs, 15 shelves and Martin's assortment of automatic weapons. Which means we've finally had to concede that the office needs a clearout.

Oh, it's not what you might think. We're not talking bits of old sandwiches, Andrea's tins of slap-on grease and an A-Z of Lincolnshire. Nope. What we've got is absolutely stacks of stuff to complete your gaming life. We're talking games, steering wheels, a full-size cardboard cut-out of Turok, bags, N64 stretchers, joypads, memory paks, those special N64 racks, copies of issue one (with free video), posters, photos and a yellow wig.

In fact, there's so much stuff that, when resident mathematician James added everything up on his solar-powered calculator, it came to well over a grand's worth of stuff. A grand, Ten tonnes. The big K. Quite how we're going to get everything into one box is another question but, the great thing is, it's here to be won by 20 lucky persons!

So, what do you have to do to win yourself one of these whacking great prizes? Well, it's simple enough. All we want you to do is send us a piece of your old tat; naturally, we don't mean your smelly old socks, flea-ridden dog hairs or sweaty string vests, but rather something fargable. Something that - even if it was a long, long time ago - once proved useful, or enjoyable, or amusing. Something that kept you entertained on long winter nights.

Once we've got all the entries, we'll throw your answers into an enormous hat then draw out the winners as carefully as if we were conducting illegal experiments on animals. The winners will be the people who send in the most creative entries. It's really simple, eh?

V3 WHEEL

A steering wheel. One of many, in fact. We couldn't believe how many wheels we'd managed to accumulate, so we decided to shed a few. If you like your racing games, send us your junk. Wheely great. Heh.

ISSUE 1

Rifling through Tim's drawers while he was out to lunch, we came across a stash of eight copies of issue one. People have been known to kill for one of these priceless items. Win a copy, save a life.

GAMES

Roll up, roll up. Get your free games here. We've got Turok 2, we've got Zelda, we've got Mario 64. We've even got Cruis'n USA, which, we must warn you, produces toxic smoke when set alight. Be careful with that one.

GAME BOY PRINTER

The most fun you can have with a roll of thermal paper. Combine it with the Game Boy Camera and you've got a complete portable humiliation kit. Deface your family! Insult your friends! Terrify your pets! This gizmo is the absolute business, and it could be yours in return for a bit of genuine old tat.



WORTH OF GOODIES!!!

we get spring cleaning...

SNES

Most of the classic N64 games we all enjoy playing started life on this little grey box o' fun, which pretty much conquered the world in the early 90s. This isn't strictly 'office' junk, because we had to break into Wil's house to get it. Don't tell him though, or he'll invoke a Pokémon and kill us all.

WIGS

As worn by Jes! Strapping on the beard wig is the only way poor Jes can get served in his local alcohol emporium, and the exclusive Pat Sharp fright wig makes the squeaky-headed funster almost irresistible to the opposite sex. Make no mistake, if you see Jes striding down the street in his size threes wearing these hairpieces, you know he means business. Except we're taking them away from him and giving them to you. Ha!

R2-D2 UNIT

Its legs are a bit wobbly and it doesn't exactly do much (or anything, for that matter) but this prime piece of Stars Wars junk has graced the desk of the one and only Wil Overton™, amongst others, and is therefore a highly collectable bit of plastic. You can't buy this in the shops, y'know!

TUROK

No living room could be complete without a life-size cardboard Turok. One look at this giant one-man killing machine is guaranteed to make most elderly relatives drop dead from shock, thus hastening that bank balance-enhancing insurance payout.

HOW TO ENTER

Send your terrific piece of now redundant junk to the following address:

Tat's Entertainment!
N64 Magazine
 30 Monmouth Street
 Bath
 BA1 2BW

Rules

1. The closing date for entries is April 20th.
2. Employees of Future Publishing may, under no circumstances, enter. Boy-ee.
3. The winner will be drawn from Jes' nine-mile-wide cap, which he wears whilst selling the Big Issue of a Saturday eve. (He really stinks of cheese and cabbage.)
4. No cash alternative is available.
5. The Editor's decision is final. Like, say, the electric chair.
6. I want him dead! I want his family dead! I want his house burnt to the ground! And I wanna go round there and I wanna have a nice cup of tea and some crumpets.



WINNER!



Much to James's disappointment he hasn't been allowed to keep the 106...

You'll remember N64 Magazine's V-Rally compo of course. We kicked it off back in issue 22 and essentially it was very simple. The person who recorded the fastest time in the Arcade 1 section of the game, videotaped their performance and sent it to us, would

drive away in a brand new Peugeot 106 Quiksilver.

Things went quiet for a couple of weeks as racers all over the country got hold of the game and began to get to grips with V-Rally's unforgivingly realistic handling. However, after a month or so, any hope we had that we might get to

keep the car for ourselves was dashed. The times started milling in and the variation between the fastest and the slowest showed just what a difficult challenge the five tracks making up Arcade 1 were proving to be.

And, as anyone who entered N64 Magazine's biggest competition

to date knows, getting a fast time in Arcade 1 is no easy task. Five events, of three laps each, requiring a 15-lap drive of near-perfection. Mess up on lap 9, say, and everything was no small matter — it made the bugain for three perfect shortcuts on Main Kart's Mond Raceway look like a walk in the park.

THE WINNER!

When it came to sifting through your entries, it was a familiar name that topped the preliminary chart. After checking his video for the influence of... (improperly, we got straight on the phone to Tom Pepin of Alston in Cumbria – the winner of N64 Magazine's original Mario Kart competition. Is this man Britain's finest game? On present form it looks like it.

Tom drove down to Bath with a friend to pick up his car, and it was only with a small tear in James's eye that he handed over the keys. Well done to everyone who entered – some of you came within moments of a new motor.



The N64 Magazine Rally TOP 50 RACERS

Position	Time	Racine	Car
1	12:47:44	Tom Pepin, Alston	Toyota Corolla WRC
2	12:51:16	Grzegorz Dymitrow, Hammersmith	Subaru Impreza
3	13:17:24	Ben Randall, Southsea	Ford Escort
4	13:17:28	Stuart Richards, Dorking	
5	13:18:12	David Burk, Dagenham	
6	13:23:77	Ian Barnett, Long Marston	Mitsubishi Lancer
7	13:27:08	Steven Ridley, Ramsgate	
8	13:27:96	Jason La Rosa, Hundleton	Mitsubishi Lancer
9	13:31:60	Kenneth Moran, Great Yarmouth	Peugeot 306
10	13:31:60	Glen Hunter, Egremond	Toyota Corolla
11	13:32:56	Rob Pierce, Salisbury	
12	13:38:08	David Crowther, Deal	Mitsubishi Lancer
13	13:40:48	Ian Finnigan, Osmondthorpe	Subaru Impreza
14	13:40:52	Simon Calow, Chesterfield	
15	13:42:04	Neil Walker, Shelton	Citroen Xsara
16	13:42:74	David Rutherford, Hartshill	
17	13:42:72	James Paul Hornig, Thrapston	Toyota Corolla
18	13:42:76	David Crowther, Deal	Mitsubishi Lancer
19	13:46:12	James Hoskin, Plymstock	Citroen Xsara
20	13:47:60	David Nicol, Nottingham	Lancia Delta Integrale
21	13:48:92	Andrew Brown, Stockport	
22	13:50:00	Anthony Jordy, Basingstoke	
23	13:53:52	Tom Rastall, Welton	
24	13:54:64	Ray Robbins, Heaton	
25	13:56:80	Glen Hunter, Thornhill	Toyota Corolla
26	13:57:88	Steven Hopkins, Erdington	Lancia Delta Integrale
27	13:58:48	Glauco Bacchi, Coventry	
28	13:59:88	Mark Weller, Maidenhead	Subaru Impreza
29	14:00:00	Steve Wanmer, Liandeilo	
30	14:00:00	Roger Le Marchant, St. Peter's Port	
31	14:02:16	Steven Ward, Hawes	Peugeot 306
32	14:02:64	Tim Barrow, Twigworth	Mitsubishi Lancer
33	14:06:56	John Forsyth, Cathcart	Subaru Impreza
34	14:06:72	Alex Laan, Worth	Toyota Celica
35	14:08:20	Jonathan Kenny, Shirley	
36	14:08:48	Greig Bingham, Kilmarnock	Ford Escort
37	14:09:32	Paul Simpson, Elton	
38	14:17:04	Ross O'Neil, Ayrshire	Toyota Celica
39	14:18:64	Kristoffer Thorbjornsen, Kirkcaldy	
40	14:18:96	Philip Marsden, Wokingham	
41	14:19:36	Robert Lyden, Telford	Lancia Delta Integrale
42	14:21:60	Harvey Harman, St. Leonards on Sea	Toyota Celica
43	14:23:12	Paul Otway, Scarborough	
44	14:23:24	A Grant, Sidmouth	
45	14:25:84	A Taralder, Carshalton	Toyota Corolla
46	14:26:16	Richard Lawrence, Forest Hill	Mitsubishi Lancer
47	14:27:58	Michael Parker, Poole	
48	14:28:28	Scot Irving, Motherwell	Mitsubishi Lancer
49	14:29:36	James Hegarty, Belfast	
50	14:27:56	Jonathan McIlvaney, Glebe Village	

WHAT WE SAID



We reviewed V-Rally '99 in issue 22 and ran the competition in issues 23, 24 and 25.

"V-Rally is the best straight racing game on the N64. It's not as technically accomplished as F1 but it's less fiddly, more immediate and it'll appeal to more people because of that."

90%



I'M THE BEST

And I'm better than the rest! (Er, I hope.)

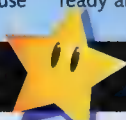
There's never been a better time to own an N64. Not only did Chrimbo give us a boatload of top games but 1999 promises to be even better. And, as there're more games, there's more variety in our hallowed I'm The Best pages. As you, no doubt, can see.

Of course, *Zelda* is the game everyone has, so it's the game that everyone wants to be best at. But, remember! Just because

Miyamoto's classic is dominating your life at the moment doesn't mean we're forgetting about any other N64 games. Far from it. We want to be bombed by your entries for everything from *Banjo* to *Wetrix*. So, settle yourself in front of the telly with joypad at the ready and get going, eh?



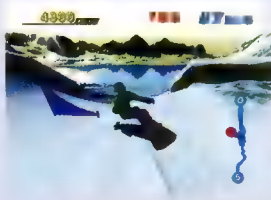
STAR PERFORMANCE



A bit of a no contest this month. Steven Zwartjes from Holland sent us a video which had the entire N64 team sitting round the TV staring in awe at the sheer gaming prowess of the man.

We nodded in appreciation at his 1080° Snowboarding performance, we chuckled at the sheer deviousness of his *GoldenEye* cradle short-cutter, and we had to rewind his *F-Zero X* mid-air shenanigans and watch it all through again before we could believe our eyes. Marvellous stuff, but what really clinched it for us was the fact that Steven recorded his superhuman gaming feats over a Dutch subtitled version of *Mr Bean*. Well recycled!

If you've achieved something worthy of similar recognition, send us the photo or video evidence and you might just see your name here next month.



NEW HIGH SCORE!

Issue 25's challenge was to come up with the quickest time on *V-Rally's* Arcade 2 mode. However, it seems that the country's *V-Rally* champions were all far too busy perfecting their Arcade 1 performances in order to scoop that lovely £10,000 car, so at the time of writing we have received precisely... zero Arcade 2 times.

Ho hum. Anyway, that means we've got a spare Makopad lying around just waiting to be claimed, so get cracking with those Arcade 2 times if you want to be in with a chance of winning it. Otherwise Andrea will keep it to enhance her performance in yet another *Bust-a-Move 3* all-nighter. Gentlemen, start your engines.



Bust-a-Move 3 all-nighter. Gentlemen, start your engines.



THIS MONTH'S TIME TO BEAT

This month we want to see your best times for *GoldenEye's* Dam level. You know the rules – 00 Agent, video evidence, and no cheats. It isn't difficult if you stick to the mission objectives, and some surprisingly fast times are possible if you know how. The fastest time wins an excellent Makopad from Interact (01204 700139). We're waiting for those killing sprees to start flooding in.

GoldenEye 007

FASTEST 00 AGENT TIMES (Complete video evidence only, please)

CAVERNS		
1	00'03"36	Richard Dunn, Lincolnshire
2	00'03"48	Steven Zwartjes, Holland
3	00'04"28	Stelios Giamarelos, Athens
4	00'04"58	Zahr Ishani, Surrey
5	00'05"22	Ryan Bledsoe, North Yorks
BUNKER 2		
1	00'01"42	Stelios Giamarelos, Athens
2	00'01"57	Richard Dunn, Lincolnshire
3	00'02"04	David Nicol, Cambridge
4	00'02"46	Ryan Bledsoe, North Yorks
5	00'02"47	Sam Fenwick, Bedford
CONTROL		
1	00'05"31	Steven Zwartjes, Holland
2	00'06"06	Richard Dunn, Lincolnshire
3	00'06"41	Andrew Gray, Argyll
4	00'06"54	Jonathan Gane, Herts
5	00'06"56	Stelios Giamarelos, Athens
CRADLE		
1	00'00"48	Steven Zwartjes, Holland
2	00'01"00	Manuel Gutiérrez Rojas, The Hague
3	00'01"00	Richard Dunn, Lincolnshire
4	00'01"35	Ellis Yeandle, Abertillery
5	00'01"56	Sam Fenwick, Leighton Buzzard

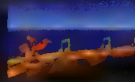
The Legend of Zelda

BIGGEST FISH CAUGHT		HORSE RACE	
19 pounds	Stuart Richards, Surrey	0'49"00	Stuart Richards, Surrey
MARATHON TIME		ARCHERY SCORE	
1'25"000	Stuart Richards, Surrey	1920	Stuart Richards, Surrey

Fighters Destiny

FASTEST TIME UK (PAL) version only					
1	0'21"15	N. Kohbodi, Anglesey	3	0'26"57	Richard O'Connell
2	0'22"70	James Green, West Yorks	4	0'29"35	Thomas Rice, Farnborough

Banjo-Kazooie



UK (PAL) TIMES ONLY

MUMBO'S MOUNTAIN

1	00'04"54	Steve Ridley, Norwich
2	00'05"08	Stelios Giamarelos, Athens
3	00'05"30	Marc Keeling Vincent, West Sussex
4	00'05"38	Richard Dunn, Lincolnshire
5	00'05"48	Patrick Wessels, Rotterdam
6	00'06"01	Stephen Mansfield, Derby
7	00'06"18	Steven Zwantjes, Holland
8	00'06"19	Marco Torri, Switzerland
9	00'06"20	Graham Underwood, Penrith
10	00'06"24	Darren Gordon, Fife

TREASURE TROVE COVE

1	00'05"39	Steve Ridley, Norwich
2	00'07"36	Orestis Giamarelos, Athens
3	00'08"13	Stelios Giamarelos, Athens
4	00'08"31	Richard Dunn, Lincolnshire
5	00'09"39	Patrick Wessels, Rotterdam

CLANKER'S CAVERN

1	00'09"05	Richard Dunn, Lincolnshire
2	00'11"13	Patrick Wessels, Rotterdam
3	00'11"58	Sharon Frank, Fraserburgh
4	00'12"07	Jan-Erik Spangberg, Sweden
5	00'12"12	Darren Gordon, Fife

BUBBLELOOP SWAMP

1	00'14"41	Patrick Wessels, Rotterdam
2	00'14"27	Stelios Giamarelos, Athens
3	00'15"13	Richard Dunn, Lincolnshire
4	00'15"37	Steve Ridley, Norwich
5	00'16"00	Darren Gordon, Fife

GOBI'S VALLEY

1	00'12"47	Stelios Giamarelos, Athens
2	00'14"22	Steve Ridley, Norwich
3	00'14"58	Patrick Wessels, Rotterdam

4	00'15"53	Darren Gordon, Fife
5	00'16"43	Jan-Erik Spangberg, Sweden

FREEZEZY PEAK

1	00'11"31	Steve Ridley, Norwich
2	00'13"55	Stelios Giamarelos, Athens
3	00'15"17	Patrick Wessels, Rotterdam
4	00'16"04	Richard Dunn, Lincolnshire
5	00'17"42	Chris Robus, Yeovil

MAD MONSTER MANSION

1	00'13"49	Patrick Wessels, Rotterdam
2	00'13"59	Steve Ridley, Norwich
3	00'14"08	Stelios Giamarelos, Athens
4	00'14"15	Jan-Erik Spangberg, Sweden
5	00'15"39	Darren Gordon, Fife

RUSTY BUCKET BAY

1	00'13"39	Jon Davies, Oxfordshire
2	00'14"01	Stelios Giamarelos, Athens
3	00'14"42	Steve Ridley, Norwich
4	00'15"43	Patrick Wessels, Rotterdam
5	00'17"55	Jon Davies, Oxfordshire

CLICK CLOCK WOOD

1	00'19"27	Stelios Giamarelos, Athens
2	00'23"39	Steve Ridley, Norwich
3	00'27"01	Patrick Wessels, Rotterdam
4	00'29"00	Jan-Erik Spangberg, Sweden
5	00'31"26	Darren Gordon, Fife

TOTAL GAME TIME

1	02'00"51	Stelios Giamarelos, Athens
2	02'24"05	Steve Ridley, Norwich
3	02'53"54	Jan-Erik Spangberg, Sweden
4	02'54"00	Jon Davies, Oxfordshire
5	03'06"22	Andrew Mills, Londonderry

Wetrix

CLASSIC MODE

UK (PAL) Version only

1	137278925	James Ellis, Middlesex
2	133147005	Brian Coombs, Middlesex
3	129265782	Michael van Zeverter, Holland
4	104586444	James Glover, Kent
5	102719459	Trevor Donaldson, Manchester

Top Gear Rally

UK (PAL) TIMES ONLY

No secret cars

COASTLINE

1	3'18"22	Paul Simcox, Peterborough
2	3'18"30	Martin Conroy, Leeds
3	3'21"90	Simon Madsen, Denmark
4	3'24"18	David Money, Nuneaton
5	3'26"10	N Cade-Westcome, M. Keynes

STRIP MINE

1	2'49"31	Jason Larosa, Pembroke
2	2'52"55	Rob Young, Hull
3	2'55"51	Anders Ringdal, Norway
4	2'55"55	Jason Eggington, York
5	2'56"19	Simon Madsen, Denmark

F1 World Grand Prix



UK (PAL) TIMES ONLY

No secret cars

AUSTRALIA

1	1'03"20	Joachim Clauwers, Belgium
2	1'04"21	Jere Tantt, Finland
3	1'04"54	Jan Clauwers, Belgium
4	1'05"24	Richard Dunn, Lincolnshire
5	1'05"65	David Savage, Wokingham

BRAZIL

1	0'58"93	Joachim Clauwers, Belgium
2	0'59"05	Jere Tantt, Finland
3	0'59"16	Kristoffer Thorbjornsen, Scotland
4	1'00"13	Christopher Dunn, Lincolnshire
5	1'00"29	James Hegarty, Belfast

ARGENTINA

1	0'59"49	Jere Tantt, Finland
2	1'01"84	David Savage, Wokingham
3	1'02"30	Arvanitis Vagelis, Greece
4	1'03"01	Joachim Clauwers, Belgium
5	1'03"12	Kristoffer Thorbjornsen, Scotland

MONACO

1	0'59"41	Stuart Richards, Surrey
2	1'00"25	Trevor Scannell, Barking
3	1'00"61	Jere Tantt, Finland
4	1'00"89	Alan Dundas, Angus
5	1'00"93	Kristoffer Thorbjornsen, Scotland

FRANCE

1	0'56"53	Joachim Clauwers, Belgium
2	0'56"69	James Hegarty, Belfast
3	0'57"44	Kristoffer Thorbjornsen, Scotland
4	0'57"49	Jan Clauwers, Belgium
5	0'57"60	Trevor Scannell, Barking

BRITAIN

1	0'59"21	Martin Pickering, Denbighshire
2	0'59"43	Joachim Clauwers, Belgium
3	1'00"45	Jan Clauwers, Belgium
4	1'00"53	David Savage, Wokingham
5	1'00"71	Kristoffer Thorbjornsen, Scotland

GERMANY

1	1'14"87	Joachim Clauwers, Belgium
2	1'15"55	Jan Clauwers, Belgium
3	1'16"11	Jere Tantt, Finland
4	1'16"97	Martin Pickering, Denbighshire
5	1'17"07	Jimmi Aarela, Finland

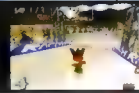
ITALY

1	1'01"50	Joachim Clauwers, Belgium
2	1'01"88	Jan Clauwers, Belgium
3	1'02"54	Jere Tantt, Finland
4	1'04"00	James Eberlein, Deal
5	1'04"40	Alan Dundas, Angus

JAPAN

1	1'13"78	Joachim Clauwers, Belgium
2	1'14"07	Jere Tantt, Finland
3	1'14"19	Trevor Scannell, Barking
4	1'15"07	James Eberlein, Deal
5	1'15"87	Greig Bingham, Ayrshire

Snowboard Kids



UK (PAL) TIMES ONLY

STUNT GAME

1	9999	Mario Siouyis, Greece
2	9998	Stelios Giamarelos, Greece
3	9040	Ed Higgins, Essex
4	8940	Robert Hollinshead, Kent
5	7684	Matt Peck, East Sussex
6	7240	Olav Vassend, Norway
7	6944	T. Egerton-Jones, Liverpool
8	6572	Luke Porter, Belfast
9	6400	Rob Davies, Swansea
10	5520	Robert Gallagher, Southampton

ROOKIE MOUNTAIN

1	0'26"20	Jamie Hyde, Bradford-on-Avon
2	0'26"30	Brett Slader, Australia
3	0'26"33	Konstantinos Mitzithras, Greece

BIG SNOWMAN

1	1'36"13	John Heelham, Manchester
2	1'36"93	Jamie Hyde, Bradford-on-Avon
3	1'37"00	Konstantinos Mitzithras, Greece

SUNSET ROCK

1	1'34"60	Jamie Hyde, Bradford-on-Avon
2	1'34"60	Brett Slader, Australia
3	1'35"10	Graeme Robb, Scotland

NIGHT HIGHWAY

1	1'29"13	Kevin Seeney, Bath
2	1'29"73	Graeme Robb, Scotland
3	1'29"76	Al Pierce, Salisbury

GRASS VALLEY

1	1'40"83	John Heelham, Manchester
2	1'41"43	Konstantinos Mitzithras, Greece
3	1'41"66	Graeme Robb, Scotland

DIZZY LAND

1	1'35"96	Kevin Seeney, Bath
2	1'36"03	Konstantinos Mitzithras, Greece
3	1'36"06	Mario Sioutis, Greece

QUICKSAND

1	1'34"56	Kevin Seeney, Bath
2	1'35"10	John Heelham, Manchester
3	1'35"50	Brett Slader, Australia

SILVER MOUNTAIN

1	1'44"13	Jamie Hyde, Bradford-on-Avon
2	1'44"70	John Heelham, Manchester
2	1'44"70	Konstantinos Mitzithras, Greece

NINJA LAND

1	00'22"96	Andy Palmer, Herts
2	00'23"10	Daniel Aherne, Manchester
3	00'23"26	Jonathan James, Blackwood

1080° Snowboarding



UK (PAL) TIMES ONLY

CRYSTAL LAKE

1	1'02"79	Adam Charlton, Huntingdon
2	1'02"89	Peter Howe, Kent
3	1'02"96	Martin Critchley, Doncaster
4	1'02"99	Steven Zwartjes, Holland
5	1'02"99	Danny Dunn, Lincolnshire

CRYSTAL PEAK

1	1'27"84	Adam Charlton, Huntingdon
2	1'27"41	Danny Dunn, Lincolnshire
3	1'27"54	Manolis Kalaitzake, Cork
4	1'27"81	Steven Zwartjes, Holland
5	1'27"91	Brett Slader, Australia

GOLDEN FOREST

1	1'19"92	Steven Zwartjes, Holland
2	1'19"99	Danny Dunn, Lincolnshire
3	1'20"02	Andrew Mills, Dundee
4	1'20"12	Jan-Erik Spangberg, Sweden
5	1'20"32	Ruben Larsen, Norway

MOUNTAIN VILLAGE

1	1'30"75	Adam Charlton, Buckden
2	1'31"37	Norman Obaseki, Leeds
3	1'31"50	Danny Dunn, Lincolnshire
4	1'31"54	Ruben Larsen, Norway
5	1'31"64	Jan-Erik Spangberg, Sweden

DRAGON CAVE

1	1'26"19	Norman Obaseki, Leeds
2	1'26"42	Ruben Larsen, Norway
3	1'26"42	Manolis Kalaitzake, Cork
4	1'26"62	Philipp Sokolean, Switzerland
5	1'26"98	Steven Zwartjes, Holland

DEADLY FALL

1	1'07"98	Norman Obaseki, Leeds
2	1'08"07	Brett Slader, Australia
3	1'08"23	Damien Orchard, Hereford
4	1'08"24	Ruben Larsen, Norway
5	1'08"31	Danny Dunn, Lincolnshire

CONTEST MODE

1	395433	Steven Zwartjes, Holland
2	296844	David Vowles, Bath
3	265088	Oliver Thomason, Brighton
4	257473	Brett Slader, Australia
5	253981	James Shaughnessy, Cheshire

YOSHI'S STORY

1-1

1	6470	John Heelham, Manchester
2	6340	Richard Davies, Rotherham
3	6296	Jon Olav Larsen, E. Layton
4	6275	James Watton, Edinburgh
5	6254	Ruben Larsen, Norway
6	6218	Gordon Willmott, Edinburgh
7	6183	Daniel Dunn, Lincolnshire
8	6156	Steven Taylor, Cheshire
9	6122	Piet dem Dulk, Holland
10	5990	Andrew Harvey,

1-2

1	6372	Gordon Willmott, Edinburgh
2	6238	Andrew McGrae, Southport
3	6041	Daniel Dunn, Lincolnshire
4	6042	Andrew Harvey, Reading
5	6016	Bonny Qvistorff, Denmark

2-1

1	6367	John Heelham, Manchester
2	6332	Jon Olav Larsen, Norway
3	6290	Andrew McGrae, Southport
4	6142	Daniel Dunn, Lincolnshire
5	6116	Gordon Willmott, Edinburgh

3-2

1	6042	John Heelham, Manchester
2	6007	Gordon Willmott, Edinburgh
3	5940	Andrew McGrae, Southport

4-1

1	6227	John Heelham, Manchester
2	5981	Gordon Willmott, Edinburgh
3	5918	Daniel Dunn, Lincolnshire

5-3

1	6586	John Heelham, Manchester
2	6424	Daniel Dunn, Lincolnshire
3	6421	Andrew McGrae, Denmark

6-4

1	6883	John Heelham, Manchester
2	5916	Andrew McGrae, Southport
3	5783	Daniel Dunn, Lincolnshire

TOTAL SCORE

1	38575	John Heelham, Manchester
2	37716	Ruben Larsen, Norway
3	37424	Daniel Dunn, Lincolnshire
4	36704	Andrew McGrae, Southport
5	36149	Gabrielle Murphy, Dublin

Mario Kart 64

UK (PAL) TIMES

LUIGI CIRCUIT

1	1'24"34	Richard Dunn, Lincolnshire
2	1'29"25	Alan Dundas, Arbroath
3	1'33"67	Graham Francis, Cronleigh

ROYAL RACEWAY

1	2'05"13	Anthony Gruitt, Kent
2	2'06"28	Stelios Giamarelos, Greece
3	2'06"29	Steven Zwartjes, Holland

KOOPA TROOPA BEACH

1	1'27"79	Sam York, Bristol
2	1'29"21	Alan Dundas, Arbroath
3	1'33"28	Anthony Gruitt, Kent

FRAPPE SNOWLAND

1	00'19"83	Sarah Ashworth, Shropshire
2	00'18"39	Ewan Alman, Middlesex
3	00'22"26	Rhys Allen, Australia

BOWSER'S CASTLE

1	2'08"44	Alan Dundas, Arbroath
2	2'16"47	Anthony Gruitt, Kent
3	2'16"76	Martin Conroy, Leeds

BANSHEE BOARDWALK

1	2'03"98	Alan Dundas, Arbroath
2	2'04"76	Anthony Gruitt, Kent
3	2'05"76	Stelios Giamarelos, Greece

Diddy Kong Racing

UK (PAL) TIMES ONLY

ANCIENT LAKE

1	0'36"20	Stuart Richards, Surrey
2	0'38"40	Beckie Haskins, Southsea
3	0'38"70	Alan Inker, Newport
4	0'40"60	Stelios Giamarelos, Greece
5	0'41"13	Orestis Giamarelos, Greece

FOSSIL CANYON

1	1'02"81	Stuart Richards, Surrey
2	1'05"00	Adam Charlton, Huntingdon
3	1'05"44	Stelios Giamarelos, Greece
4	1'05"83	Orestis Giamarelos, Greece
5	1'08"33	Beckie Haskins, Southsea

HOT TOP VOLCANO

1	0'53"93	Stuart Richards, Surrey
2	1'00"81	Stelios Giamarelos, Greece
3	1'01"96	Beckie Haskins, Southsea
4	1'02"95	Orestis Giamarelos, Greece

5	1'12"05	Steven Zwartjes, Holland
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JUNGLE FALLS

1	0'41"70	Stuart Richards, Surrey
2	0'41"53	Adam Charlton, Huntingdon
3	0'43"53	Stelios Giamarelos, Greece
4	0'44"74	Orestis Giamarelos, Greece
5	0'45"66	Arthur Van Dalen, Holland

WALRUS COVE

1	1'30"35	Stuart Richards, Surrey
2	1'30"73	Adam Charlton, Huntingdon
3	1'33"24	Stelios Giamarelos, Greece
4	1'35"40	Steven Zwartjes, Holland
5	1'35"77	Orestis Giamarelos, Greece

CRESCENT ISLAND

1	1'06"43	Stuart Richards, Surrey
2	1'09"01	Stelios Giamarelos, Greece
3	1'10"57	Orestis Giamarelos, Greece

4	1'14"26	Ciaran McDermott, Ireland
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5	1'14"31	Richard Dunn, Lincolnshire
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WINDMILL PLAINS

1	1'25"43	Stuart Richards, Surrey
2	1'33"67	Stelios Giamarelos, Greece
3	1'35"45	Adam Charlton, Huntingdon
4	1'36"61	Orestis Giamarelos, Greece
5	1'42"06	Alan Inker, Newport

DARKMOON CAVERNS

1	1'42"60	Stuart Richards, Surrey
2	1'46"41	Adam Charlton, Huntingdon
3	1'49"03	Richard Dunn, Lincolnshire
4	1'49"63	Beckie Haskins, Southsea
5	1'50"70	Richard Dunn, Lincolnshire

F-Zero X

UK (PAL) TIMES

DEATH RACE

1	00'49"913	Martin Conroy, Leeds
2	00'50"285	Simon Avery, Middlesex
3	00'52"200	Mohammed Gajja, London
4	00'52"355	Alan Bell, Milford Haven
5	00'52"472	James Simons, Middlesex

MUTE CITY

1	1'15"069	Richard Dunn, Lincolnshire
2	1'26"459	Steven Zwartjes, Holland
3	1'26"608	Jake Gordon, Bromley
4	1'26"623	Stuart Richards, Surrey
5	1'26"697	Sam Fenwick, Leighton Buzzard

SILENCE

1	1'07"818	Richard Dunn, Lincolnshire
2	1'17"303	Steven Zwartjes, Holland
3	1'17"305	David Hartley, West Sussex
4	1'17"380	Morten Tronstad, Norway
5	1'17"410	Andrew Mills, Dundee

RED CANYON

1	1'19"014	Morten Tronstad, Norway
2	1'18"432	Steven Zwartjes, Holland
3	1'19"378	Stuart Richards, Surrey
4	1'19"392	David Van Moer, Belgium
5	1'20"483	Dave Bloemer, Holland

WHITE LAND

1	1'38"898	Steven Zwartjes, Holland
2	1'40"730	Stuart Richards, Surrey
3	1'41"224	Tom Donoughue, Balsham
4	1'41"243	David Van Moer, Belgium
5	1'41"157	Sam Fenwick, Leighton Buzzard

SECTOR B

1	1'39"464	Richard Dunn, Lincolnshire
2	1'41"274	Steven Zwartjes, Holland
3	1'44"215	David Van Moer, Belgium
4	1'45"371	Stuart Richards, Surrey
5	1'46"793	Morten Tronstad, Norway

MUTE CITY 3

1	1'41"602	Steven Zwartjes, Holland
2	1'44"301	Richard Dunn, Lincolnshire
3	1'44"777	Morten Tronstad, Norway
4	1'45"659	David Van Moer, Belgium
5	1'47"102	John Fitzpatrick, Leeds

RAINBOW ROAD

1	2'11"920	Steven Zwartjes, Holland
2	2'13"093	Richard Dunn, Lincolnshire
3	2'16"938	Morten Tronstad, Norway
4	2'18"122	Dave Bloemer, Holland
5	2'18"372	David Van Moer, Belgium

BIG HAND

1	2'29"250	Steven Zwartjes, Holland
2	2'29"701	Richard Dunn, Lincolnshire
3	2'29"806	David Van Moer, Belgium
4	2'31"283	Morten Tronstad, Norway
5	2'31"921	Andrew Mills, Dundee

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible. Send all your bits to:

I'm the Best, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you post - it'll be there in the next one.



UPDATE!

Pssst. Come here. Rumour has it there's a club. And it's full of skill...

Yup, skill. Rhymes with mill. And till. And Phil. Mitchell. But, skill doesn't just appear one day like a particularly nice birthday present, or a lottery grant that you never asked for. You've got to work at skill. You've got to make it happen. Like in our leagues.



See, our Gold, Silver and Bronze Clubs are stashed full of the best gamers. People who have taken games by the scruff of the neck, pulled them in close and then roughed them up a bit. People who have completed the most rigorous of entry requirements. And the question is, do you feel lucky? Or, er, more probably, do you think you can complete the challenges listed overleaf? Yep? Well, get playing and recording and send your entries in!!

Of course, if you're already a member of our elusive band of renegade gamers, you can always try to switch clubs by completing further challenges. Bronze can be upped to Silver, Silver can be upped to Gold, it's that flexible. Oh, and make the Gold Club and we award you with a tasty Manta Ray joystick, the best third-party pad you can buy. What other incentive do you possibly need?

GOLD Club

complete 10 challenges

Simon Moore, Liverpool
 Richard Davies, Rotherham
 René Laurent, Ireland
 Stephen Lockhart, Ireland
 Andrew McGrae, Southport
 Matthew King, Bromley
 Derek Thomson, Edinburgh
 Jon Davies, Wallingford
 Jan-Erik Spangberg, Sweden
 Kelly Humphreys, Marlow
 Graham Underwood, Cumbria
 Gregor Richards, Dorking
 Stuart Richards, Dorking
 Stephen McMahon, Co. Down
 John Kostons, Nederland
 Piet dem Dulk, Holland
 Paul Isaia, Southampton
 Robert Gallagher, Eastleigh
 Ingvar S. Arnorson, Iceland
 David Sharp, Clackmannanshire
 Shane Roberts, Spalding
 Andrew Mills, Londonderry
 Mark Currid, Ireland
 David Nicol, Cambridge
 David Keane, Sandwich
 David Crowther, Kent
 Daniel Syversen, Norway
 Stelios & Orestis Giarmelos, Greece
 Michael J.K Bevan, New Zealand
 Chris Smith, Tyne & Wear
 Kostas A. Mitzithras, Greece
 Richard Ford, London
 Phill Young, Northallerton
 Michael Mawdsley, Southport
 Scott Brown, Stocksfield
 Daniel McCann, Glasgow
 Afong Toh, The Netherlands
 Brett Slader, Australia
 Gary Thomson, Mid Lothian
 Nick & Chris Robinson, West Sussex
 Greg Duncan, Glasgow
 Alan Dundas, Angus
 Jeremy Hammett, Woking
 Tom Spurrier, Southampton
 Mark Reilly, Glasgow

SILVER Club

complete 7 challenges

NAME	COMPLETED	NAME	COMPLETED
Kevin Spring, Bradford	A,B,C,D,G,H,I	Kevin Gilbert, Upton	A,B,D,G,H,J,K
Kenneth Pickering, Ayrshire	A,B,C,D,G,I,J	Iain Dalby, Tyne & Wear	A,C,D,E,F,G,H
Shaun Bell, Trowbridge	A,B,D,E,G,H,I	Brian Mulheran, Tyne & Wear	A,C,D,E,F,G,H
Kurt Peter Radford, Rotherham	A,B,D,E,F,I,J	Dylan Foale, Devon	A,B,C,D,F,G,I
Richard Davies, Rotherham	A,B,D,E,F,I,J	Davy James, Powys	A,B,C,D,F,G,I
Philip Foster, Havant	A,B,D,E,F,G,I	Robbie Klijn, The Netherlands	A,B,C,D,E,F,L
Derek Topper, Bristol	A,C,E,F,G,H,I	Stuart Derbyshire, Bolton	A,B,D,E,F,G,I
Chris Scearce, Reading	A,B,C,D,F,G,I	John Heelham, Manchester	A,B,D,G,H,I,K
Arthur Van Dalen, The Netherlands	A,B,D,F,G,H,I	Peter Tweedie, Woking	A,B,C,D,H,I,M
Ciaran McDermott, Ireland	A,B,C,D,E,F,H	Adam Denton, Crewe	A,B,D,F,G,H,I
Rony Costa, Middlesex	A,B,C,D,E,I,J	Paul Northend, Middlesbrough	A,B,C,D,F,H,I
Andrew Castiglione, Bristol	A,B,D,E,F,H,I	Jeremy Scoble, Plymouth	A,C,D,E,G,H,I
Jon Olav Larsen, Norway	A,B,C,D,E,F,G	Lewis Cave, Loughborough	A,B,D,E,F,I,N
Mario Sioutis, Greece	A,C,D,E,F,G,H	Stephen Mansfield, Derby	A,B,C,D,E,J,M
Andrew Rutherford, Macclesfield	A,B,C,D,F,G,I	Martyn Bibby, Cheshire	A,B,D,E,F,G,H,I
Ben Champion, Staffs	A,B,C,D,F,H,I	Christopher Smith, Surrey	A,B,C,D,E,G,I,J
Ben Cook, Shoreham-By-Sea	A,B,C,D,G,H,I	Aidan Murray, Co. Cork	A,B,C,D,F,G,H,I
Chris Constable, Devizes	A,C,D,F,G,H,J	Chris Kerry, Essex	A,B,C,F,G,I,K,L
Craig Scotney, Leighton Buzzard	A,B,C,D,G,H,I	Matthew Weston, Nottingham	A,B,C,D,G,H,I,L
Dave Bloemer, Holland	A,B,C,D,F,G,K	Chris Partridge, East Sussex	A,B,C,D,F,G,H,I
The Terrible Twins, Banbury	A,B,C,E,F,H,I	Torri Marco, Switzerland	A,B,C,D,E,L,M,N
Craig Silcocks, Trowbridge	A,B,C,D,E,F,J	Laurie Eggleston, Kent	A,B,C,D,F,G,J,M
Gard Mellemstrand, Norway	A,C,D,E,F,G,I	Ryan McIlvenna, Antrim	A,B,C,D,F,I,K,L
Andrew Taylor, Cheshire	A,B,C,D,F,H,I	Alex Deas, Scotland	A,B,C,F,G,I,L,M
James Cruickshank, Clackmannanshire	A,C,D,F,G,H,I	Philipp Sokolean, Switzerland	A,B,D,E,I,H,L,M
Tom Clarke, Bucks	A,B,C,D,F,I,K	Matthew King, Bromley	A,B,C,D,E,F,G,I,J
		Chris Gray, Fife	A,C,D,E,F,H,I,J,L

BRONZE Club

complete 3 challenges

NAME	COMPLETED	NAME	COMPLETED	NAME	COMPLETED	NAME	COMPLETED
Miles Fearnley, West Yorks	B,D,E	Alan Hooper, Weston-super-Mare	A,D,E	Frederic Azals, Canada	A,B,D	David Dixon, Cumbria	A,D,F,G
R. Knapman, South Wirral	A,B,E	Steven Said, Australia	A,B,I	David Conroy, Accrington	C,E,F	Matthew Wilkins, Wiltshire	A,B,D,E
Stephen Durant, Bridgwater	A,F,I	Alexander Filipowski, Warrington	C,F,J	Robert Moore, Co. Cork	A,C,E	Richard Woodall, New Zealand	A,C,D,G
Simon Bell, Co. Durham	A,B,F	Wayne Parkes, Cornwall	A,B,D	Emil Tanem, Norway	A,B,D	Martin Drew, Bognor Regis	A,D,G,J
Herman Valk, The Netherlands	A,B,G	Joel Porter, London	A,E,F	Michael Elderfield, Canterbury	A,D,F	David Park, Tyne & Wear	A,D,F,G
Michael Gapper, Bristol	A,C,F	Fioryn Cleverens, The Netherlands	A,C,G	Tjing Lam, Netherlands	A,E,F	James Garrity, Liverpool	A,B,D,E
Riccardo Riboldi, Italy	A,B,E	Martin Hunter, Edinburgh	A,B,E	Lesley Hodges, Switzerland	A,B,I	Michael Williams, Cardiff	D,H,I,K
Adam Norman, Nottingham	A,D,E	Richard Holmes, Derbyshire	E,G,I	Tom Hill, Wickford	A,B,F	Martin Flynn, Kent	A,C,D,F
Nicholas Bec, Salisbury	A,C,I	Alex Wood, Ipswich	A,B,D	Mart V. D. Ven, Holland	A,C,I	Mikael Bogdanoff, Finland	A,F,I,J
Paul Coulson, Stamford	A,B,F	Steven Astley, Wigan	E,F,J	David Conroy, Lancaster	A,B,C	Tom Carver, Devon	A,C,H,I
Sebastian Bond, Gloucester	A,D,G	Mike Hodzelmans, Holland	A,B,D	John Addis, Marlow	A,B,D	Steven Goacher, Surrey	A,B,D,H
Ioan Rees, Redditch	A,B,G	Michael Petch, Doncaster	A,B,I	Victor Supica, Australia	A,B,K	Kevin Gurton, Kent	A,B,D,I
Nick Hadden, Co. Cork	A,C,I	Simon London, Norwich	A,B,C	Colin Taylor, Barnet	A,C,L	John Brockle, Cumbria	A,B,C,D
Tom Richardson, Addingham	A,C,H	Peter Campbell, Belfast	D,G,J	Ben Duffield, Great Yarmouth	A,D,E	David and Chris Mason, Plymouth	A,B,D,I
Robert Kloosterhuis, Holland	A,D,F	David Faggiani, Manchester	A,D,F	Rowan Sloan, Orpington	A,D,F	Scott Winterburn, Norfolk	A,D,G,I
Gordon Scales, Nottingham	A,B,F	William Shutes, Norwich	A,B,F	James Hulston, Manchester	A,D,H	Jesus R. Membrive, Spain	A,D,G,I
Ian Renyard, Ashford	A,B,F	Simon Lyndon, Devon	A,B,D	Mike Barber, Stoke-on-Trent	A,C,D	Antonio V. Carmona, Spain	A,D,G,I
Phillip Renyard, Ashford	A,B,F	Steven Smith, Essex	B,D,F	Gary Townsend, Norfolk	A,B,D	Paul Jerome, London	A,B,C,D
Andy Howard, Cambridge	A,B,D	Henry Rummins, Ashford	A,B,D	Chris 'The Pyemaster' Madden	A,B,C	Gavin Cullen, Earlston	A,C,F,G
Remco Van Wingerden, Holland	A,B,F	Edward Rummins, Ashford	A,B,D	Joshua Kendall, Australia	B,C,D	Mark Shackcloth	A,F,G,I
Mark Odell, Derby	A,D,E	Ryan Carson, Devon	A,C,F	Robert Eaton	A,B,G	Mariusz Panczar, Poland	A,E,G,L
Thomas Suckling, Ipswich	A,D,F	Ashley Bennett, Essex	A,D,I	Adam Holmes, Birmingham	C,D,E	Daniel Brown, Australia	A,D,F,M
Dylan Foale, Devon	A,C,I	Thomas Vincett, Weston-super-Mare	A,D,F	James Steer, Maidenhead	A,D,F	Steven Dalton, Stockton-on-Tees	A,B,D,H
Lee Robertshaw, Southampton	A,E,F	Sarah Margie, Ware	A,B,I	Robert Beaver, Manchester	A,B,D	Jerden Marinus, The Netherlands	A,B,E,H
Ian Gore, Somerset	A,B,F	Sam Thompson, Aberystwyth	C,D,I	Carl Brennan, Cumbria	A,B,F	Steven Woolley, Norfolk	A,B,D,N
Graham Cookson, Kent	A,B,H	Toni Ylaranta, Finland	A,G,I	Henry Edmondson, Preston	A,B,H	Jaakko Hermunen, Finland	A,B,C,I
Dave Bloemer, Holland	A,C,F	Tom Badran, Basingstoke	A,C,G	Matthew Prior, Norwich	A,B,H	Antony Bogan, Cleveland	B,D,H,I
Andrew Hannath, Swindon	B,D,F	John Hope, Northampton	A,F,I	Richard McCann, Wirral	A,C,D	Richard Doherty, Newport	B,D,E,J
Erwin Zeevaert, Holland	A,F,H	Joshua Clarke, Birmingham	A,C,F	Thomas Taylor, London	A,C,D	Jonathan McConnell, Truro	A,B,E,F
Steve Paget, Bonsall	A,C,D	Matthew Harper, Gloucester	A,D,I	Christopher Green, Reading	A,D,F	Ross McConnell, Truro	A,B,E,F
Richard Whitham, Poulton-le-Fylde	A,B,F	Christopher Green, Reading	A,D,F	Chris Knowles, Cheshire	A,B,D	Joachim Clauwers, Belgium	A,B,D,F
Philip O. Herts	A,D,H	Turo Halinen, Finland	A,D,K	John Lucas-Herald, Edinburgh	A,D,I	M. Mina, Essex	A,C,E,F,I
Benjamin Lo, London	E,F,J	Dennis Schuh, Holland	A,C,D	Michael Craze, Chigwell	A,C,D	Robert Ward, Middlesex	A,B,G,H,I
Robert Lynch, Middlesex	A,B,D	Niall Quigley, Co. Tyrone	A,B,H	Jostein Austvik Jacobsen, Norway	A,B,F	Alain Keersmaekers, Belgium	A,B,C,F,J
Owain Brimfield, Isle of Man	A,E,F	Guy Burdge, Somerset	A,D,E	Daniel Aherne, Manchester	A,B,D	Aaron Tuson, Essex	A,C,D,E,F
David Newbrook, Staffs	A,D,F	Brian Davidson, Co. Tyrone	A,B,D	Mark Jackson, Cumbria	A,D,H	Simon Webber, Wokingham	A,B,D,E,F
Alex Schwassmann, Germany	A,F,I	Scott Butler, Co. Armagh	A,C,G	Paul Howling, Suffolk	A,D,M	Stephen Rogers, Manchester	A,C,E,F,H
Chris Partridge, East Sussex	A,C,F	Pieter van den Brink, The Netherlands	A,I,K	Ricardo Perez, Southport	A,B,I	Pat Shields, Co. Down	A,C,D,E,I
Jonathan Townsend, Gwent	A,E,G	Andrew Phillips, London	A,D,J	David Fisher, Hull	A,D,E	Kevin Seeney, Bury St Edmunds	A,B,C,D,I
David Myring, Bristol	A,E,F	Alastair Edwards, London	A,D,J	MD Lin, Crawley	D,E,H	Benjamin Khan, Bradford	B,C,D,F,I
Ben Davies, Coventry	B,C,J	Paul Shinn, Deptford	A,I,K	Harris Tsilidis, Greece	A,C,D	Kevin Loughlin, Slough	A,B,C,E,F
Matt Peck, East Sussex	A,D,E	Oliver Carson, Devon	A,C,D	Matthew Greig, Angus	A,E,H	James Hegarty, Belfast	A,B,F,G,J
Mark Rundle, Herts	A,D,H	Christopher Balzan, Kent	A,D,F	Iestyn Roberts, Caernarfon	A,D,F	Per Nilsson, Sweden	A,B,D,F,I
Richard Sutton, Kent	A,B,I	John Davies, Staffordshire	A,D,F	Bent Eigl Sumelius, Norway	A,D,I	Panagiotis Baggiokos, Greece	A,B,C,F,I
Mark Walker, Bedford	A,B,F	Steven Mai, Staffordshire	A,C,D	Nick Fell, Oxshott	B,D,M	Roeland Van Straalen, Holland	A,B,C,F,I
Jonathan Davies, Coventry	B,C,J	Daniel Green, Thornton	A,C,D	Christopher Poole, Bristol	A,B,M	Aynsley Welling, Cyprus	C,E,F,G,I
Sandy McKenzie, Fife	C,H,F	Ben Dawson, Sheffield	C,D,J	David Sanderson, Worcester	B,G,M	Charles Ayesa, Australia	A,B,D,G,H
Adam Khattak, Belfast	A,C,F	Richard Best, Dundee	A,B,E	Anthony Reynolds, London	A,F,M	Mark Green, Cheltenham	A,C,D,F,H
Matthew Klits, Liverpool	B,C,I	Marc Edgeworth, Gloucester	A,F,G	Luke Wells, Chester	A,D,I	Chris Kerry, Essex	A,B,C,F,I
Joe Cape, Stirling	A,C,D	Chris Pitchell, Bristol	A,B,I	Tom White, West Sussex	A,J,M	Daniel Metcalf, Norwich	A,C,D,F,G
Ewen Summers, Ayrshire	A,B,D	Harrison Bolt, Surrey	A,B,F	Liam Allsworth, Oxford	H,I,L	Geardoid Reidy, Co. Offaly	B,C,D,E,G
Joachim Clauwers, Belgium	A,D,F	James Arnold, Australia	A,B,C	Daniel Allsworth, Oxford	H,I,L	Griffin Leadebrand, Australia	A,B,D,F,I
David Holmes, Doncaster	A,B,F	Alun Thomas, Haverfordwest	A,F,J	Nick Haynes, Orpington	A,E,M	Michael Middleton, Huddersfield	A,B,C,D,H
Tom Wyatt, Staines	A,C,D	Mark Aquilina, Malta	A,B,I	Christopher Grant, Inverness	H,I,M	Richard Brady, Essex	A,D,F,H,I
Ben Stevens, London	A,E,F	Gokhan Kurt, London	C,H,I	Seiji Lim, South Croydon	B,C,M	Lawson Gavin, Co. Offaly	B,C,D,E,G
James O'Sullivan, Somerset	A,B,D	Raymond Wan, Cheshire	A,B,D	William King, Bromsgrove	A,E,F	Steven Bigham, Whitburn	A,C,F,H,I
Keith Tannahill, Ayrshire	A,D,J	Robert Clark, Kent	A,B,D	David Kelsey, London	B,D,E	Ashley Hamilton, Co. Tyrone	A,B,D,H,I
Jamil Yahyaoui, Belfast	A,B,D	John Stackhouse, Walsall	A,B,D	Sam Ranford, Cornwall	D,H,I	Andre Bifleuen, Holland	A,B,E,G,I
Michael Achilles, Chingford	A,B,D	Lee Fletcher, Halifax	A,D,I	Richard Fong, Bebington	A,B,D	Roger King, Suffolk	A,B,D,F,I
Jan Dehm Neves, Portugal	A,E,G	Myles Giles, Huddersfield	A,D,I	Paul Davies, Edmonton	B,E,G,I	Ryan Bledsoe, Knaresborough	A,B,D,H,I
Ben Wakefield, Twickenham	A,B,D	James McKeown, Ayr	B,D,I	Nils Meuzler, Germany	A,B,E,I	James Smith, Gloucester	A,B,D,F,G
Omid Elliott, Co. Tyrone	A,B,C	Adam Skeggs, Leicester	A,C,H	Chris Thomas, Wallington	A,B,C,I	Steven Ward, Hawes	A,B,D,E,H
Nick Syrad, Reading	A,D,F	Nader Kohbodi, Anglesey	A,D,E	James Bundy, Reading	A,E,F,I	Luke Yeandle, Abertillery	A,C,D,E,G
Patrick Laakso, Sweden	A,B,D	Christopher Thompson, Co. Antrim	A,D,E	Alex McIver, Edinburgh	A,B,C,F	Anthony Gruit, Sittingbourne	A,C,D,F,G
David Gibson, Fleet	B,D,H	Plemis Luijnenburg, Holland	A,I,J	Tom Walker, Halstead	A,E,F,H	Alain Keersmaekers, Belgium	A,B,F,J
Mark Underwood, Cumbria	A,E,I	Chris Tate, Tyne & Wear	A,G,I	Lawrence Gilbey, Bridport	A,B,C,I	Christopher Fennelly, London	A,C,D,F,I
Daniel Longstaff, Chigwell	A,G,I	Manolis Kalaitzake, Cork	A,D,E	Neil Williamson, Nottingham	A,B,C,F	Arne G. Pettersen, Norway	A,F,G,I,M
Vincent Coyne, Galway	A,E,F	Neil Keery, Co. Down	A,B,E	Aidan Murray, Co. Cork	A,B,D,H	Andrew Harvey, Reading	B,K,L,M,N
Raoul Smids, Belgium	A,B,G	Reuben Barker, East Sussex	A,C,D	Carl Bullen, Liverpool	A,B,G,H	Paul Davies, Conwy	A,B,C,D,G
Chris O'Riordan, Cornwall	A,B,E	Peter Bowden, Manchester	A,B,F	Alex Mann, Bedford	A,C,D,F	David Gamble, Co. Antrim	A,B,C,L,N
Matthew Weston, Nottingham	A,C,D	Craig Thomas, South Wales	A,G,H	Mark Quinn, Preston	A,B,E,I	George Ioakimidis, Greece	A,B,C,D,H,I
Sandy McKenzie, Fife	C,F,G	David Heath, East Sussex	A,D,E	Daniel Weserholm, Finland	B,D,E,I	Gavin Cole, Tyne & Wear	A,B,C,F,G,H
Norman Glover, Cleveland	A,B,F	Kari Bogdanoff, Finland	A,G,J	Andrew Davies, Essex	A,B,D,I	Jonathan Cole, Tyne & Wear	A,B,C,F,G,H
Alex Johnson, Sidcup	A,C,D	Donique Visser, Holland	A,B,K	Martin Cater, Hucknall	A,B,C,G	Joshua Takaoka, Newbury	A,B,C,D,G,I
Damian Unwin, Soton	B,C,D	David Grice, West Bromich	A,D,I	Daniel Lally, Berkshire	A,B,F,G	James Register, Surrey	A,B,C,D,F,H
Chris Hinkley, Peckham	A,B,F	Jlmi McGuinity, Cheshire	C,D,E	James Hinton, Knaresborough	A,B,C,D	Jack Gilbey, Bridgeport	A,B,C,D,F,I
Gordon Willmott, Edinburgh	A,D,K	Mark Anthony Say, Cleveland	A,D,E	Michael Walker, Londonderry	A,D,H,I	David Taylor, Fife	A,C,D,F,H,I
Johan Brown, Grantham	A,B,D	Daniel Green, Cleveleys	A,C,D	Asgeir Vilkan, Norway	A,B,D,J	Justin Servis, Co. Roscommon	A,D,E,G,H,I
Rod Bayliss, Australia	A,D,H	Lochlan McBride, Australia	A,D,F	Andrew Carrington, Pontefract	A,D,E,J	Max, Steven and Hal, Dundee	A,B,C,H,I,L
Russell Higgins, Shropshire	A,G,I	Gavin Major, Worcestershire	A,B,D	Christopher McCabe, County Down	A,B,D,F	Morten Tronstad, Norway	A,B,C,D,I,L
Wajahat Ali, Blackburn	A,C,E	Michael Lam, Southport	A,B,I	Raymond Wells, Essex	A,B,F,H	Rodney McComb, Co. Londonderry	A,C,D,F,H,I
Adam Bull, Leeds	A,I,K	Andrew Gray, Oban	A,C,D	Ed Higgins, Essex	A,B,G,I	George Roberts, Middlesex	A,D,E,H,M,N
Tormod Krogh, Norway	A,C,F	Andrew Robinson, Darlington	A,B,C	Joel Radford, Australia	A,B,C,D	Nick Taverner, Suffolk	A,B,C,D,H,I
Remko Veenstra, Holland	A,F,G	Kristof Villiers, Belgium	A,D,F	Griffin Leadbrand, Australia	A,D,F,I		
Moe Aboukheir, Italy	A,D,J	Paul Mann, Evesham	A,B,D	Kane Dorey, Jersey	A,B,D,H		
Oliver Bolton, Kent	A,C,F	Edward Lunn, West Sussex	A,B,C				
Eldir Jones, Italic	A,B,F						



challenge A

Super Mario 64

What you must do: Find all 120 stars.

Proof: Any picture of Mario with 120 in the top right corner.

Helpful tips: The first five issues of N64 Magazine tell you all you need to know about Super Mario 64. The DGG + No. 4.



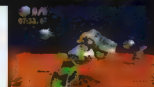
challenge I

Blast Corps

What you must do: Win a gold medal on Neptune.

Proof: A picture of the medal award screen for Neptune.

Helpful tips: Tips in issue 8 and the Double Game Guide + on the front of issue 16.



challenge B

Diddy Kong Racing

What you must do: Finish the game in Mirror mode.

Proof: A pic of the save screen with Adventure 2 and 47 balloons.

Helpful tips: Our review in issue 10, and our guides in issues 11 and 12 should help. Oh, and don't forget the DGG + with issue 11.



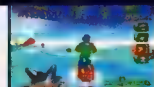
challenge J

Wave Race 64

What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).

Proof: A picture of the records screen.

Helpful tips: Tips in issue 2 and the DGG + on the front of issue 14.



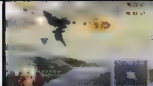
challenge C

Lylat Wars

What you must do: Finish the game with 1,500 hits or more.

Proof: A pic of the final hits screen or high score table with 1,500 hits or more.

Helpful tips: Issue 8's free poster and the Double Game Guide + that came with issue 13.



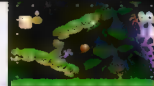
challenge K

Yoshi's Story

What you must do: Score more than 34848 in the main game.

Proof: A picture of the final score screen at the end of the game.

Helpful tips: The tips in issue 16 and the Double Game Guide + on the front of issue 19 should prove very handy.



challenge D

GoldenEye 007

What you must do: Finish the game on all three settings.

Proof: A picture of the 007 mode's level editor.

Helpful tips: The i-Spy Magazine with issue 9, tips in issues 10 and 12 and the Double Game Guide + on the front of issue 12.



challenge L

Banjo-Kazooie

What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.

Proof: A picture of the game save screen - simple!

Helpful tips: A huge guide in issue 19 and DGG + No. 9.



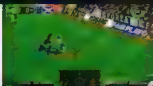
challenge E

ISS64

What you must do: Finish all the scenarios.

Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).

Helpful tips: Tips in issues 4 and 14.



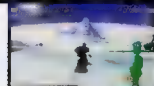
challenge M

1080° Snowboarding

What you must do: Score over 80,000 in the Contest mode.

Proof: A video of you doing it would be best, although we will accept a picture of the high scores record screen.

Helpful tips: Issue 22's Double Game Guide +.



challenge F

Mario Kart 64

What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).

Proof: A picture of the records screen or the title screen (hold down R).

Helpful tips: Review in issue 4, tips in issue 5. DGG + No. 2.



challenge N

F-Zero X

What you must do: Beat the Joker Cup on 'Master' setting.

Proof: Only a video will do. Beat the cup and then press Record to capture the delightful end sequence. You must record all of the sequence, though.

Helpful tips: Plenty of hints in issue 24's Double Game Guide +.



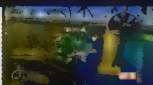
challenge G

Pilotwings

What you must do: Win Gold medals on every event.

Proof: A picture of the medal screen.

Helpful tips: There's a guide in issue 6 and tips in the Double Game Guide + on the front of issue 19.



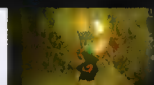
challenge O

Zelda

What you must do: Complete the game with 100 Gold Skulltulas and 20 hearts.

Proof: Pictures or a video of the quest status screen.

Helpful tips: The tips in issue 26 will tell you everything you need to know.



challenge H

Turok: Dinosaur Hunter

What you must do: Complete the Time Challenge Mode in under 3'00"00.

Proof: A picture of the final screen with the time clearly visible.

Helpful tips: None available.



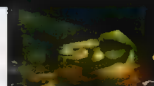
challenge P

Turok 2

What you must do: Finish the first level in under 40 minutes.

Proof: Save the game at the end of the first level, quit, and take a pic of the load game screen.

Helpful tips: This is very, very tough. Plenty of tips in issue 24.



the rules

- You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver and all ten to make it into the Gold list.
- You can enter for whichever challenges you like - it is entirely up to you.
- You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.
- Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.
- We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.
- You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.
- Bronze, Silver and Gold leagues will be published in each future edition of N64 Magazine.
- If you'd like your tapes or photographs back, please include a stamped, addressed envelope.

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or make up the flash (it will reflect off the screen), draw the curtains and use a fast film - 200 or, best of all, 400 ASA.

Taking videos

- Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.
- Connect the 'Signal Out' plug on your video to your TV and turn both on.
- Switch your TV to the video channel and switch on your N64 with a game plugged into it.
- Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
- Achieve your challenge and get to the appropriate result screen.
- Pop in a tape and press 'Record'. Press 'Stop' after five seconds or so.
- Repeat steps 5 and 6 according to the number of challenges you're attempting.
- Remove the tape to the beginning of your endeavor (so we can see your scores quickly and easily). That's it.



Hello there,

I'd like to humbly put myself forward for the
Bronze/Silver/Gold Club league. I have proof of
my achievements in:

A	Super Mario 64	I	Blast Corps
B	DKR	J	Wave Race 64
C	Lylat Wars	K	Yoshi's Story
D	GoldenEye 007	L	Banjo-Kazooie
E	ISS64	M	1080°
F	Mario Kart 64	N	F-Zero X
G	Pilotwings 64	O	Zelda
H	Turok	P	Turok 2

Please send my badge and certificate to:

Name

Address

Use a photocopy of this form if you'd rather not cut your copy of N64 Magazine.

CONTACT

FANZINES

- Giant *Zelda* review in this month's NGT magazine devoted to N64. Plus news, cheats and loads more. Send £1 to NGT, 15 Spinneyfields, Wildwood, Stafford, ST17 4RR.
- N64 cheats booklet. 39 cheats for top games like *Turok*, *GoldenEye*, *Mission: Impossible* and more. Only 75p. Phone 01279 757728 and ask for Tom.
- Issue 2 desperately wanted for £4 or less. Call Ryan on 01670 590049 or write to 7 Stratford Close, Cramlington, NE23 8HW.
- Wanted! Issues 2-6 of *N64 Magazine*. Call John on 01542 833306.
- IQ64 Fanzine. Includes reviews, previews, news, cheats, and so much more! Over 40 pages for £1, plus p&p. Call William on 01492 533483.
- Back issues, various mags. Write to Matt Stonley, 313 Princeshorpe Way, Ernsford, Grange, Coventry, CV3 2QA.
- *N64 Magazine* issues 1-24 (except 3, 6 & 11) video and some books. £50 including postage. Call Andrew on 0181 462 7697.

PENPALS

- 28-year old Norwegian boy wants adult serious penpals from all over. Long letter pals only. Write to: Jonny Ree, Kolsbergvei 12C, KR. Sand, Norway, 4616.
- 13-year old male wants female aged 13-15 years old. Must be mad about N64. Reply to David Rees, 15 Park Lane, Clitheroe, Lancs, BB7 2HP.
- Penpal wanted! Girl or boy aged 12-14. Mad on N64s! Contact Brett Munslow, 29 Michaelson Road, Kendal, Cumbria, LA9 5JQ.
- Hi, my name's Robert and I'm 17-years old. I'm looking for a male penpal aged 14-17 years, who likes N64, having a laugh and stuff. Contact Robert Bell, 82 Grange Road, Ilford, Essex, IG1 1EX.
- I'm 12-years old and would like a penpal aged 12-14 (female). I'm a Nintendo freak and I like almost anything! Please include a photo. Ring Tom on 01502 710750 or write to Tom Barnett, 19 Rigbourne Hill, Beccles, Suffolk, NR34 9JG.
- Female penpal wanted aged 14-15 years. My interests include decent music, fashion and South Park. Write to Richard O'Connell, 72 Yarrow Road, Chatham, Kent, ME5 0RL.
- Write to me now! I'm a 15-year old male, N64 fanatic with a GSOSH. I like N64, music, anything! Wants penpal 14-16 years, male or female. Write to John-Paul Tovee, Trout Cottage,

- The Street, Tinmarsh, Reading, Berks, RG8 8ES
- Hey you! This is your lucky day! 14-year old female wants male penpal aged 14-17. Please include photo. Reply to Leena Lindroos, Tiirantie 10, 10960 Hanko, Finland
- Weird and wonderful penpals wanted. Any age. Please write to Daimen Thomas, 23 Evesham Close, Deane, Bolton, BL3 5AL. Reply guaranteed.
- David Warner aged 13. I like N64s and having a good laugh. Must have a sense of humour. Write to David Warner, 23 Perryhill Drive, Sandhurst, Berkshire, GU47 8HS.
- Penpal wanted aged 10-13, preferably female. Must have a sense of humour and love N64. Please send photo and details to Hannah Russell, Kings Ride Farm, Prince Albert Drive, Ascot, Berkshire, SL5 8AQ or email me at hannahruss@hotmail.com
- 15-year old male looking for 14-16-year old female penpal. Must like N64s and must have a good sense of humour. Please send photo. Craig Schofield, 5 Plain-an-Gwarry, Redruth, Cornwall.
- 20-year old English 'game freak' planning trip to Tokyo seeks advice, info and friendship from Japanese male. Call Jamie on 0116 224 4392.
- Male/female penpals wanted aged 12+. Interests: N64, football and music. Must have sense of humour. Contact Stuart Walker, 13 East Preston Street, IF2, Edinburgh, EH8 9QG. Tel: 0131 662 4529.
- 13-15-year old female wanted. Must like video gaming. I'm a 14-year old male. Please send photo and address. David Tracy, 7 Dutton Street, Blackwater, Queensland, Australia 4717.
- Please be my pen friend. I'm 11-years old. I love N64s and the drums. Please write to Jason Scott, 3 Alexander Road, Eastbourne, East Sussex, BN22 7PU.
- 11-year old female penpal wanted. Must support Rangers and must be Irish. Write to Calum Hutchinson, 2 Castle Crescent, East Calder, West Lothian, Scotland, EH53 0QR. Please include photo.
- Penpal wanted aged around 13. Mad on Nintendo 64 and football. My favourite game is *GoldenEye*. Penpal can be boy or girl. Write to Steven Gumm, The Firs, Wern Road, Sebastapol, Pontypool, Gwent, South Wales, NP4 5DU.
- Hi, I'm Mike. I want a penpal aged 9-11 to talk about games and footy. Call Mike on 0117 937 3925.
- Penpal male/female 14-16 interested in Star Wars, Star Trek and N64. Write to Jonathan Wilkin, The Old Smythly Cottage, Gang, St Ives,

- Liskeard, Cornwall, PL14 3NB.
- Penpal wanted! (Male.) Must like N64s and be aged 13-14. Must have a good sense of humour and a good personality. Write to Tim Chambers, 56 Mount Pleasant, Keyworth, Nottingham, NG12 5BB.
- 14-year old male wants penpals of similar age, male or female. I enjoy sports, music and of course N64s. Call Mark on 01294 553372.
- 11-12 year old male wants 11-12 year old penpal. Needs to like N64 and sports like swimming and basketball. Contact Max on 01223 240295 after 5pm.
- Wanted! 11-13 year old who enjoys playing N64 (especially *GoldenEye*) music and having a laugh. Good sense of humour. Please send photo. Write to Mark Wallace, 38 Lancelot Avenue, Strood, Rochester, Kent, ME2 2YU.
- Penpal wanted! Male or female but must be 10-12 years old. Write to Dale Wassall, The Aerie, Lower Foxdale, Isle of Man, IM4 3BB.
- Male penpal aged 11-13. Must hate Segas and like swimming and N64. Please send photo. Quick reply needed. My age is 11. I love movies. Lara Stevenson, 15 Peaknaze Close, Simmonly Glossop, Derbyshire, SK13 6UN.
- Penpal wanted! Must like N64, South Park and be 11-15 years old. Please e-mail me at whatthellhell87@hotmail or call Adrian on 01462 631593.
- Penpals wanted aged 16-19, male or female. I'm 17 and like anything. Contact Keri at 50 Wicklow Avenue, Melton Mowbray, Leicestershire, LE13 1DU.
- Charlie and Jordan are looking for a 12-13-year old girl for a penpal. We like watching movies and going to parties. Send a photo to Charlie Holt & Jordan Khodarardi, Austin House, Jorth School, Turners Hill, Nr Crawley, West Sussex, RD10 4SD.
- 10-year old looking for penpal. Interests are football, N64 and indie music. Write to Chris Ip, Hollies Farm, Bucklesham Road, Ipswich, IP10 0AU.
- Male penpals wanted aged 14-17 years. Into music and N64. Write to Robert Bell, 82 Grange Road, Ilford, Essex, IG1 1EX.

HELP WANTED

- I'm stuck on Silo, Jungle, Control, Caverns, Cradle and Aztec on 00 Agent in *GoldenEye*. Call Richard on 01622 719962 (after 4pm).
- Wanted! Your manga videos - especially *Giant Robo* part 7, will pay. Write to Graeme Lee, 11 Cedar Road, Barrow-in-Furness, Cumbria, LA14 5ED. Thanks!

- Please help! I'm stuck on Statue Park on *GoldenEye* - I can't find Janus. If you can help, call Mark on 0181 558 0537.
- Can somebody please tell me where you get Biggoron's Blade in *Zelda 64*? I can't find the four bottles either! Call Alex on 01284 787755 (weekends 01284 843900).
- I can't find the Lens of Truth in *Zelda 64*. If you can help contact Craig on 0141 613 3546 between 9 and 10pm.
- Anyone got issues 1-10 of *N64 Magazine* or a NES with controller and games. Must be under £35. Please contact Ben on 01782 518892. Please!
- Will pay £2 for *Mario 64* guide (free with issue 15). Write to Stephen Walsh, 28 Belfield Road, West Ewell, Epsom, Surrey KT19 9SY.

GAMES WANTED

- For ages I've been desperate for *1080° Snowboarding*. Call James on 01203 502051. I will pay £10. Please, please phone me.
- Wanted! *Donkey Kong Country* on the Super Nintendo. Will pay up to £25 (must be boxed). Call Luke on 01590 645959. Now!
- *WWF Warzone, ISS64, Blast Corps* and *Pilotwings* wanted. If anyone has any of these games ring Ken on 0191 421 6737.
- Will swap SNES games for N64 games - preferably racing sims. Will also swap *Wave Race* for the Game Boy or another game. Call Pete on 01786 478522.
- Wanted! Decent SNES RPGs, e.g. *Chrono Trigger, Breath of Fire II* etc. Also *Syndicate* and *Shadowrun*. Reasonable prices paid. Call Alan on 0115 933 4899 after 7pm.
- Wanted: *Quake 64*. If you are willing to sell call Lee on 01203 361892. Hurry!
- I want *Turok 2, F-Zero X* or *Rush 2* for £30 or any other games going for £15 to £25. Ring Andrew on 01584 831661.
- Wanted! *WCW vs NWO: World Tour* and *WCW/NWO Revenge*. Will pay up to £30 each. Call Matt on 01525 752961.
- *Donkey Kong 1, 2 and 3, Zelda, NBA Jam, The Lion King* and *Toy Story* desperately wanted for the SNES. Call Sian on 01223 512163.
- Desperate! *Cybermater* and/or *Dragon* wanted for the SNES. Will pay up to £20. Write to Ricky Davies, 20 Greenford Avenue, Hanwell, London, W7 3QP.
- *Pop GoldenEye* to my door and I'll give you a fair price. Call 01736 350036 and ask for Jason Round.
- *Banjo-Kazooie* £15-£20. *Zelda*

- £15-£20 (both with instructions). If you've got these games phone 01343 543347 and ask for Robbie.
- Wanted! *Silicon Valley*. Willing to pay £25 plus a rumble pak. Phone James on 01832 273483.
- Please phone Steven on 0181 647 7956 if you have either *Zombies* on the SNES or *Bart vs the Juggernaut* on the Game Boy.
- Wanted! SNES plus *Final Fantasy III*. Will negotiate over price. Also information on other *Final Fantasy* games wanted! Please call Andrew on 01483 417335.

GAMES TO SWAP

- Will swap my *ISS64* for your *Mission: Impossible, Zelda, 1080°, World Cup '98, South Park, Rogue Squadron, Turok 2, FIFA '99* or *News W/S 98* on the PC. Call Mark on 0151 420 8800.
- Willing to swap *Mario Kart* or *Yoshi's Story* for *Mission: Impossible, GoldenEye* or *Silicon Valley*. Call James on 01387 721361.
- I will swap my *Wave Race* or *Diddy Kong Racing* for *WWF Warzone* or *GoldenEye*. Call Daniel on 01255 476521.
- Will swap *Pilotwings 64* for an Action Replay or sell for £25. Worth £40 and in mint condition. Ring 01653 697406 after 4pm Monday - Thursday and ask for Jamie.
- I will swap *Banjo-Kazooie* for *Glover* or *Wipeout 64*. Contact Adam on 01323 760959.
- I will swap my *Mystical Ninja*, or *GoldenEye* for your *Yoshi's Story, Banjo-Kazooie* or *Diddy Kong Racing*. Contact Mike on 01489 797060.
- I'll swap my *Turok 2* for your *Zelda* with instructions. *Turok* comes boxed with instructions. Call Chris on 01922 454115 or e-mail chris44219@aol.com
- If you bought *Turok 2* and realised it's the wrong game for you, I'll swap my perfectly brand new *Banjo-Kazooie* for it. Phone Ali on 0181 599 5764.
- Will swap *WCW vs NWO* for *Mario Kart*. Call Richard on 0141 639 5048.
- Will swap *Mario 64* for *Diddy Kong Racing* or *Mario Kart 64* (must be boxed with instructions). Call Mike on 01744 894283.
- Swap *Mission: Impossible, Extreme G* or *Quake* for *Diddy Kong Racing, Banjo-Kazooie* or *Buck Bumble*. Call Chris on 0131 538 6983 any time.
- I will swap my copy of *Banjo-Kazooie* for your copy of *San Francisco Rush*. If you want to swap call Daniel on 01228 546185.

■ Will swap *Mission: Impossible* or *F1 Pole Position* for *Banjo-Kazooie*, *F-Zero X*, *ISS64*, *WWF Warzone* or £25 each. Call Daniel on 0181 6790 309.

■ Will swap *N64 Shadows of the Empire* or *PlayStation Metal Gear Solid* for *N64 Turok 2*. Call Mark on 01752 206763.

■ *Mortal Kombat Trilogy* for *Mario Kart 64*. Contact Chris on 01202 601038.

■ I will swap *Extreme G* for *Shadows of the Empire* or *Lylat Wars*. Call Robert on 0181 890 6813.

● Will swap *Yoshi's Story* or *ISS64* for *Diddy Kong Racing*, *Snowboard Kids*, *Spacestation Silicon Valley* or *Mystical Ninja*. Call Simon on 0831 226467.

■ Will you swap your *Snowboard Kids* for my *GoldenEye*? If yes, call Gavin on 01592 640 929. (Boxed and with manual.)

■ I would swap *GT64* for *Wave Race* or *Mission: Impossible*. Call Ryan on 0191 587 1484.

■ I will swap my *Nagano* for *WCW vs NWO*. Call Stephen on 01389 841756 between 6-8pm.

■ *DKR* plus £10 for *All Star Baseball*, *Warzone* for *Turok 2*, *Top Gear Overdrive* for *Banjo-Kazooie*, *Turok* or *Lylat Wars* £40. Call 01795 534089.

● Willing to swap *Wave Race* for *South Park 64*. If interested call Rob on 01875 610226 after 4pm.

■ Will anyone swap *WWF Warzone* for *Quake* or *Shadows of the Empire*? Both in mint condition and boxed with instructions. Call Christie

on 01945 589898.

● Will swap my *Blast Corps* for anything (apart from a couple of crap games - *Clayfighter* for example). If you have any offers contact Jonathan on 01222 253337.

● I will swap *Mission: Impossible* for *Mystical Ninja* or *Action Replay*. Call Michael on 01920 420727 after 4pm. Buyer must collect.

■ I'll swap cool *Turok* for either £25 or your *All Star Baseball*, *Fighters Destiny*, *Kobe Bryant*, *MK4* or *ISS '98*. Call John on 0121 429 6157 after 4.30pm.

● Will swap *Mission: Impossible* for *GT64*. Contact Gary on 01382 580400.

■ *Banjo-Kazooie* cart only £35 ono. Will swap for *F1 World Grand Prix*, *ISS64* or *ISS '98*. Call Omar on 0181 655 1283 (Croydon).

■ Will swap *Turok 2: Seeds of Evil* for *GoldenEye* or *1080°* or *Yoshi's Story*, or *Banjo*. Call Stephen on 01827 50238.

■ I will swap *Mission: Impossible* and *Quake* for *F1 World Grand Prix*. (*Mission* has no manual but both games are boxed.) Call Brian on 061 400536.

■ I will swap *Mario Kart 64* and *Yoshi's Story* for any shoot-'em-ups. If interested call Craig on 01480 477158 after 4pm.

● I have *FIFA: RTWC* and would like to swap for *WWF Warzone* or *Extreme G*. Call Steve on 01622 738044 after 4pm.

● I desperately want *Turok*, will swap for *Banjo-Kazooie* or *WCW vs NWO*. Call Mark on 01424 465169

or 01424 754794 after 6pm.

● I want to swap *Pilotwings* or *DKR* (boxed) for either *Zelda*, *Blast Corps* or *South Park* or £35. Call Simon on 01296 614081.

● Can I swap *Diddy Kong*, *FIFA 64* or *Cruis'n World* for *NBA Courtside*, *V-Rally 99*, *Mission: Impossible* or *Body Harvest*? Or I'll sell them. Call Tony at weekends on 01245 231999.

■ I will swap *Mario Kart 64* for *Aero Fighters Assault*. May also swap *Shadows of the Empire* (unboxed) and guide. Phone Ben on 0181 445 0630.

● Will swap *Yoshi's Story* in perfect condition, for either *Forsaken* or *Banjo-Kazooie*, or sell for £30. Call Toby on 01787 776845 after 5pm on weekdays.

● Will swap *Mario 64* for *Diddy Kong Racing* or *Mario Kart 64*. Contact Lee on 0161 928 1284 between 7-9pm.

■ Swap *GoldenEye* or *1080° Snowboarding* for *DKR*, *ISS '98*, *Zelda* or *SM64* or will sell for £30. Contact Lucas on 0181 677 1677.

Snowboarding or *WCW/NWO Revenge*. E-mail Sam on mred78@hotmail.com.

■ SNES with *Super Star Wars*, *Starfox*, *MKII*, *Mario World*, *Street Fighter II* and *Turbo* (all boxed) and *N64 Mario*, *Madden* and *Starfox*. Swap or sell. Phone Kevin on 0181 599 9306.

■ Unboxed *Turok* only £10 plus instructions or swap for *Glover*. E-mail dpearce@zetnet.co.uk.

■ For sale: *VRF1 Arcade Wheel* £25 excellent condition and boxed. Call Andy on 01203 411701.

■ *Body Harvest* £35, brand new and still boxed with instructions. Will swap for *Action Replay* or another game. Call Andrew on 01222 251847 after 4pm.

■ *N64 games: Rampage* £26 and *Hexen* £16 (boxed with instructions). Call Lindy on 0181 549 4691.

■ I would like to sell *GoldenEye* (unboxed) £30 ono. Contact Stephen Vary, 37 Louis Avenue, Little Horton Lane, Bradford, W. Yorks, BD5 0NN.

■ *F1 World GP* £30, *Turok* £20, *Extreme G* £20, *Blast Corps* £25 (all boxed with instructions). Call Phil after 6pm on 01642 784613.

■ *Lylat Wars* £25 or £35 with *Rumble pak*. Boxed and in vgc. Call Peter on 01232 864098.

■ *Blast Corps* £20. Will swap for *Banjo* plus £10 of mine. Call Nicholas (weekdays) on 0171 730 8101.

● I wish to swap *GT64* or *Extreme G* for *South Park* or *FIFA '99*. Will sell for £25 each. Call Marino on 01475 530459.

■ *F1 World GP* (good condition) £30 ono. Will swap for another game. Call Gary on 01793 611575.

● Ultra sale! *Snowboard Kids*, *Bomberman*, *Extreme G* and *DKR* £15 each. *Mystical Ninja*, *Lylat Wars* and *Forsaken* £20 each. *Banjo-Kazooie* £25, *Zelda* £30. Call Lloyd on 01246 555410.

■ *Rumble Pak* for sale. Boxed with batteries and instructions. Never used. £6 delivered to your door. Ring Tom after 7pm on 0121 779 5360.

■ *WCW vs NWO* for sale. Boxed with instructions and in perfect condition. £30. Any swap considered. Call Dylan on 01291 423134.

● *Banjo* for sale £38. Has anyone got an *Expansion pak* or *Controller pak* for sale? Call Tony on 01245 231999 (weekends only).

● *Mission*, *Lylat Wars* and *Duke Nukem* - all in excellent condition but no boxes. Booklets for first two only. £60 for lot. Will also sell separately. Call John on 01624 685245 (work).

■ SNES with 10 games £100. Also *Turok* £30, *GoldenEye* £35. *Rumble pak* £5. Call Rory on 01232 298812.

■ For sale or exchange: a selection of *N64*, *MegaDrive* and *PC* games. Plus computer magazines. Phone 0121 427 2399 and ask for Adrian.

■ *Mission* (vgc) £30. Phone Dan on 01489 787685 or write to 26 Chichester Close, Hedge End, Southampton, SO30 2GQ.

■ SNES with *Super Scope*, *Super Game Boy* and eight games £85. Call James on 01480 811166 after 5pm.

GAMES FOR SALE

■ For sale! *Bomberman*, *Extreme G*, *Madden*, *Mario*, *Mario Kart*, *Banjo*, *WCW vs NWO* and *Wave Race* £25-30 each. Call Matt on 01283 535747.

■ *N64 games!* Excellent condition and with instructions. All scoring over 70% in *N64 Magazine*. From £15 to £30. Call Tim on 01454 886196.

■ Will sell *Wave Race 64* or *Mario 64* for £20, or will swap for *1080°*

Cut out and send

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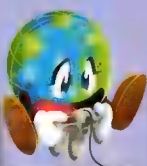
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Signed _____

Club 64 DIRECTORY



Stuffed into the following pages you'll find useful info on every N64 game ever released.

How it all works

NEW! Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game compares now. Out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

TOTALISER 4

13% ↑

Publisher ● Price ● No. of players ● Rumble pak ● Type of save ● Expansion pak ● Issue reviewed ● Reviewer (see opposite)



The game's up. Speedy Inc's tactic of propping up their sales figures by shipping 20,000 copies to Venezuela has finally been rumbled. Don't believe the hype – it doesn't sell because it's patently rubbish.



Remember, there's no substitute for experience – the higher you talk something up, the further you fall when the figures come back. And egg on your face is never nice, is it?

NEW! Information now includes whether a game uses a Rumble, Controller or Expansion Pak.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

In here will be a tip of the toppermost variety, packed like tuna into a nice and concise space. Handy!

Know your reviewer

JA	Jonathan Ashton
JD	Jonathan Dawkins
MH	Martin Hawker
TW	Tim Weaver
WO	Will Weaver
ZN	Zy Nicholas
JS	Jon Smith
JN	Jonathan Nash
JB	James Bickham
TT	Tim Tucker
ME	Max Egan
JP	John Peck
SJ	Steve Jarra
MK	Martin Kitts
MG	Mark Green
DM	Dean Mombourne

HIGHLY RATED

Your at-a-glance guide to the highest-rated games in Directory.

- 1 The Legend of Zelda 98%
- 2 Super Mario 64 96%
- 3 Turok 2 95%
- 4 GoldenEye 007 94%
- 5 F1 World Grand Prix 93%

UK Game releases

1080° SNOWBOARDING

89% ★

Nintendo ● £40 ● 1-2 players ● Rumble pak ● On-cart ● Issue 21 ● MK



Stomach-whirlingly good, but it takes a while to get into. Still, stick with it and that familiar Nintendo magic shines through.



Issue 22's Double Game Guide + features more than enough tips and hints to enable you to access all the secret boarders.

AERO FIGHTERS ASSAULT

58% ★

Konami ● £55 ● 1-2 players ● Rumble pak ● Controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.



To access the secret planes, go to the Title Screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Down-C.

AERO GAUGE

10% ↑

ASCI ● £11 ● 1-2 players ● Rumble pak ● Controller pak ● Issue 17 ● MK

A real stinker of a Wipeout clone with pop-up, cheating opponents and terrible controls.



If you shelled out good money for Aero Gauge, 01273 02714 is the number to phone to complain.

ALL-STAR BASEBALL

84% ★

Acclaim ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.



Try entering the following cheat codes: ATEMYBUIK ● BRKNBATS ● GRBLSFDST ● BBNSTRDS ● PRPPAPLYR

ALL STAR TENNIS

68% ★

Ubi Soft ● £40 ● 1-4 players ● On cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.



When serving, push the stick towards your opponents and aim for the return line to produce an unreturnable power serve.

AUTOMOBILI LAMBORGHINI

67% ★

Titus ● £20 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 10 ● TW

Not bad, just competent.

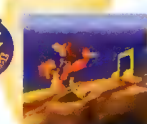


Beat every other game mode to access the four hidden cars. Rock and, moreover, roll.

BANJO-KAZOOIE

92% ★

Nintendo/Rare ● £50 ● 1 player ● Rumble pak ● On cart ● Issue 18 ● JA



Rare's mastery of the N64 hardware is once again demonstrated in this vast, stunningly beautiful Mario-alike.



After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.

BATTLETANX

74% ★

3DO ● £40 ● 1-4 Players ● Rumble pak ● Controller pak ● Issue 16 ● TW

Strangely compulsive multiplayer tank blaster.



Enter WMNRMRTR as your password to access the excellent Storm female gang in multiplayer.

BIO FREAKS

76% ★

GT ● £40 ● 1/2 players ● Rumble pak ● On cart ● Issue 20 ● MK

Arm-ripping beat-'em-up with excellent graphics, but a little bit shallow on the gameplay front.



Disable blocking, and do nothing but shoot. Hold Left on the D-pad and press Start to switch to first-person.

BLAST CORPS

88% ★

Nintendo/Rare ● £20 ● 1 player ● On cart ● Controller pak ● Issue 5 ● JS



One of the most idiosyncratically original games on the N64, and one you're almost certain to enjoy.



Re-enter a race after 'doing' it to race against your very own ghost. Double Game Guide in Issue 16.

BODY HARVEST

91% ★

Gremlin ● £40 ● 1 player ● Rumble pak ● On cart ● Issue 22 ● TW



Brilliant shoot-'em-up with stacks of bug-pummelling, tonnes of vehicles and the biggest worlds on the N64.



Tactics... when facing off against a boss, the best tactic is to be in a vehicle. Failing that, keep dodging them.

BOMBERMAN 64

50% ★

Hudson/Nintendo ● £20 ● 1-4 players ● On cart ● Issue 8 ● MK

Oh dear. The one-player mode is tedious and the multiplayer game has been completely ruined.



Collect all 100 items and complete the game to open up a whole new Nintendo world.

BOMBERMAN HERO

66% ★

Nintendo ● £40 ● 1 player ● Rumble pak ● On cart ● Issue 21 ● TW

Uninspiring 3D adventure, but compulsive at times. Up against Banjo, mind, it looks rubbish.

TOP TIP

Hold A, B and Z to open the Level Select menu. • Complete the hidden planet to enable the Gold Bomber mode.

BUCK BUMBLE

70% ★

Ubi Soft ● £50 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 20 ● JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

TOP TIP

Infinite weapons: On the D-pad push Left, Right, Up and Down. Hold for two seconds. Then push Right, Right, Left and Left.

BUST-A-MOVE 2

80% ★

Acclaim ● £40 ● 1/2 players ● Controller pak ● Issue 17 ● JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

TOP TIP

Press L, Up on the D-pad, R and Down on the D-pad on the title screen to open up Another World.

BUST-A-MOVE 3

82% ★

Acclaim ● £40 ● 1-4 players ● Rumble Pak ● Controller pak ● Issue 24 ● MK

Bust-a-Move as it's always been except for a simultaneous four-player mode. Recommended.

TOP TIP

If you've got a bubble that won't match up, dangle it amongst a group of others and save it to use as part of a combo later on.

CENTRE COURT TENNIS

67% ★

Hudson ● £40 ● 1-4 players ● Rumble Pak ● Controller pak ● Issue 25 ● TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of Super Tennis.

TOP TIP

Aim for the down-the-line smash as much as possible. The opponent's just can't handle it.

CHAMELEON TWIST

70% ★

Ocean ● £40 ● 1-4 players ● On cart ● Issue 10 ● JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

TOP TIP

If your life meter is low when you enter a room, save the game and exit. Reload and you'll be full of Chameleon-esque liveliness.

CHAMELEON TWIST 2

55% ★

Sunsoft ● £40 ● 1 player ● Controller pak ● Rumble pak ● Issue 26 ● MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

TOP TIP

Look out for the little parachute that comes out of the chameleon's backpack. It's so cute...

CLAYFIGHTER 63 1/2

24% ★

Interplay ● £20 ● 1/2 players ● On cart ● Issue 2 ● JS

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

TOP TIP

Breaking the cart open reveals several chips of varying thickness. Stack them together to prop up wobbly chairs, etc.

CHOPPER ATTACK

81% ★

GT ● £50 ● 1 player ● Rumble pak ● On cart ● Issue 20 ● JP

A simple yet engrossing helicopter shoot-'em-up, very much in the Desert Strike tradition. Top!

TOP TIP

On the 'press start' screen, press Top-C seven times to access the hidden Level Select option.

CRUIS'N USA

24% ★

Nintendo ● £20 ● 1 player ● Rumble pak ● On cart ● Issue 13 ● TW

Dump. Less about driving, more a rule book on how to cock-up console games.

TOP TIP

After entering your initials, push down and scroll to the conveyor belt. Hold Left on the D-pad for a minute and a severed head will roll by.

CRUIS'N WORLD

38% ★

Nintendo/Midway ● £20 ● 1-4 players ● Rumble pak ● On cart ● Issue 20 ● TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

TOP TIP

To pass the other cars easily, tap A twice to do a wheelie and they'll all get out of the way. Fun or what?

DARK RIFT

69% ★

Vic Tokai ● £20 ● 1/2 players ● On cart ● Issue 9 ● JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

TOP TIP

Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.

DIDDY KONG RACING

90% ★

Nintendo/Rare ● £40 ● 1-4 players ● Rumble pak ● On cart ● Issue 10 ● JA

TOP TIP

This game is huge, a massive Adventure mode and three different vehicles. Not quite as good as MK though.

TOP TIP

For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'

DOOM 64

77% ★

GT ● £25 ● 1 player ● Controller pak ● Issue 7 ● JA

Solid and workman-like but, up against Turok and GoldenEye, it looks dreadfully old hat.

TOP TIP

At the password screen enter 7TJL BDFW BFGV JVVV for a complete cheat menu. • Tips in Issues 3 & 7.

DUAL HEROES

50% ★

Bitwave/Hudson ● £30 ● 1/2 players ● Controller pak ● Issue 17 ● MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

TOP TIP

To beat the CPU in an open arena, use Z to run around him at the edge of the platform, confusing him into falling off.

DUKE NUKEM 64

85% ★

GT ● £25 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 10 ● TW

TOP TIP



A commendably violent and vastly enjoyable conversion. Gorgeous new explosions and a brilliant multiplayer.

TOP TIP

Remember, the cocooned ladies can't be shot any more. They can only be released with the use of the handy 'open' button.

EXTREME G

87% ★

Acclaim ● £30 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 9 ● TW

TOP TIP



Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced by XG2, F-Zero and Wipeout.

TOP TIP

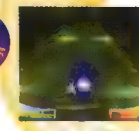
Enter your name as RAS0 and quit a race - you'll finish in whatever position you were in when you selected quit.

EXTREME G2 (XG2)

85% ★

Acclaim ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 23 ● JB

TOP TIP



The sequel to Extreme G, XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP

You've only got three nitros per race. Make sure you use them on long straights or you'll career off the track. Ohyesyouwill.

F1 POLE POSITION

71% ★

Ubi Soft ● £25 ● 1 player ● Controller pak ● Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

TOP TIP

Set your fuel level to a mere 10% before a Grand Prix and you'll find that you're super fast and you never run out of petrol.

F1 WORLD GP

93% ★

Nintendo/Paradigm ● £40 ● 1/2 players ● Rumble pak ● On cart ● Issue 20 ● JA

TOP TIP



Astonishingly realistic, visually stunning racing sim that really shows off the N64's power. This is Formula One.

TOP TIP

Select exhibition and change D. Williams' last name to Vacation to access the Hawaii circuit.

FIFA 64

39% ★

EA ● £25 ● 1-4 players ● Controller pak ● Issue 2 ● TW

How in the wide, wide world of sport was this made legal? Like a rash. Only not as enjoyable.

PLOT ACCEPTABLE

Five plots that were written on the morning train...

1	BATTLEMAX Queenlords.
2	MK MYTHOLOGIES Sub-Zero fights people and tries to save the world... zzzzzzz.
3	FORSAKEN In the future, no one has jobs. Just hoverbikes.
4	TUROK 2 Bust + army of cannon fodder + hero = crap plot.
5	DOOM 64 "Yeah, I'm off to kill some badly drawn 2D badies. I'll be back for tea."

TOP OF THE FLOPS

The five lowest marks we've used to batter the N64's most randic games unconscious. Pray nothing ever plumbs these depths again.

1	MK MYTHOLOGIES 9%
2	JEDPARDY 9%
3	AERO GAUGE 10%
4	PACHINKO WORLD 12%
5	WHEEL OF FORTUNE 17%

POP CARTS

No fogging? Well, that's a good thing, surely. Not when you've got pop up like this...

- 1  **AERO GAUGE**
- 2  **WIPEOUT 64**
- 3  **V-RALLY 99**
- 4  **GEX 64**
- 5  **GT64**

TOP TIP Remember, only tap the shoot button once. The delay is terrible but you will eventually produce something.

FIFA 98

83% EA ■ £30 ■ 1-4 players ■ Controller pak ■ Issue 10 ■ TW

Banishing the memory of FIFA 64, there's plenty of promise here. Not perfect, but better.

TOP TIP Try using the lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass.

FIFA 99

83% EA ■ £40 ■ 1-4 players ■ Rumble pak ■ Issue 26 ■ TW

The best FIFA game yet. FIFA 99 actually plays a solid game of footie. It's no ISS '98 though.

TOP TIP As with every FIFA game don't forget that it may take several minutes before your button presses are registered on screen.

FIGHTERS DESTINY

86% Ocean ■ £50 ■ 1/2 players ■ Rumble pak ■ Controller pak ■ Issue 13 ■ JB

 Gorgeous animation, likeable characters and an ingenious Master Challenge. In a very real sense our Tekken. For now.

TOP TIP Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.

FORSAKEN


87% Acclaim ■ £50 ■ 1-4 players ■ Rumble pak ■ Controller pak ■ Issue 15 ■ MK

 A fabulous Descend-style shoot-'em-up with great lighting and visuals. Weak multiplayer but worth investigation.

TOP TIP At the Press Start screen enter A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C. • Guide in issue 17.

F-ZERO X

91% Nintendo ■ £40 ■ 1-4 players ■ Rumble pak ■ On cart ■ Issue 22 ■ JP

 The fastest racer on earth, and one of the most exhilarating four-player games you can buy. Fast, strong and very long.

TOP TIP Complete all four cups on all four difficulty levels to access the 5th, secret cup: a completely random track generator.

GASPI

47% Konami ■ £50 ■ 1/2 players ■ Rumble pak ■ Controller pak ■ Issue 22 ■ TW

A stinky old fighter, sneaked out quietly. We sprang out and punched it in the face.

TOP TIP Beat the game to come face-to-face with the two terrifying boss characters: the Sumo and the Werewolf. Exciting? Yeeeno.

GEX 64: Enter the Gecko

59% GT ■ £50 ■ 1 player ■ Rumble pak ■ Controller pak ■ Issue 21 ■ JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

TOP TIP Think about this: Mario 64. Banjo. Mystical Ninja. Aaaand goodnight.

GLOVER

83% Hasbro ■ £50 ■ 1 player ■ Rumble pak ■ On cart ■ Issue 21 ■ MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

TOP TIP Pause the game and press Left-C, Right-C, Left-C, Right-C, Left-C, Right-C, Left-C and Right-C for a Fisheye lens.

GOLDENEYE 007

94% Nintendo/Rare ■ £50 ■ 1-4 players ■ Rumble pak ■ On cart ■ Issue 8 ■ TW

 Brilliant levels, and scenery and a perfectly judged difficulty curve. It doesn't get much better than this.

TOP TIP We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.

GT 64

67% Ocean ■ £50 ■ 1/2 players ■ Rumble pak ■ Controller pak ■ Issue 17 ■ TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

TOP TIP Win the championship on Easy mode to get the mirror tracks. • Win the championship on 24 laps-per-race to get the secret track.

HEXEN

69% Midway ■ £30 ■ 1-4 players ■ Controller pak ■ Issue 5 ■ JD

Fun in a retro kind of way but, in the light of GoldenEye, hard to recommend.

TOP TIP Cheat menu: Pause and press Top-C, Bottom-C, Left-C, Right-C. • Invincibility: Left-C, Right-C and Bottom-C.

HOLY MAGIC CENTURY

71% Konami ■ £50 ■ 1 player ■ Controller pak ■ Issue 23 ■ MG

RPG which could have been better but for the tedious random battles and Americanised plot.

TOP TIP If you get caught in a random battle between towns - and you will - then just leg it at the earliest opportunity.

IGGY'S RECKIN' BALLS

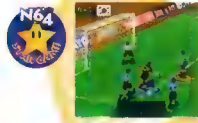
56% Acclaim ■ £40 ■ 1-4 players ■ Rumble pak ■ Controller pak ■ Issue 19 ■ MK

Push left or right and watch the CPU opponents win every time. As dull as Chris Tarrant.

TOP TIP Wearing dark glasses is clinically proven to reduce the risk of vomiting at the sight of Iggy's rat-faced grin.

ISS 64

92% Konami ■ £30 ■ 1-4 players ■ Controller pak ■ Issue 3 ■ TW

 An almost flawless game. Could only have been bettered with the addition of real teams. Kills all known FIFAs dead.

TOP TIP For the super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.

ISS '98

92% Konami ■ £40 ■ 1-4 players ■ Controller pak ■ Issue 20 ■ MK

 Enhanced and updated from the original and, now more than ever, the finest football game in the world.

TOP TIP Win the league to get yourself a whole new set of faces for the create-a-player mode. • Excellent challenges in N64/21.

KILLER INSTINCT

62% Nintendo/Rare ■ £20 ■ 1/2 players ■ Controller pak ■ Issue 3 ■ MH

Great in its time but who wants a 2D beat-'em-up in the light of Tekken and even MK4?

TOP TIP To access the extra options during the character bio screens in the intro press Z, B, A, L, A, Z in sequence.

KNIFE EDGE

42% Nintendo ■ £30 ■ 1/4 players ■ On Cart ■ Rumble pak ■ Issue 24 ■ JA

A light gun game on a machine that doesn't have a light gun. Dull.

TOP TIP Remember! Use the C-buttons to strafe from side to side. Especially useful when you come up against the Giant Sock.

KOBE BRYANT in NBA Courtside

90% Nintendo ■ £20 ■ 1-4 players ■ Rumble pak ■ Controller pak ■ On cart ■ Issue 18 ■ MK

 Fluid gameplay, sharp graphics and a simple control system make NBA Courtside the best basketball game ever.

TOP TIP Hold L while selecting a pre-season game to access the three secret teams. • See Tips Extra N64/18.

LEGEND OF ZELDA

98% Nintendo ■ £50 ■ 1 player ■ Rumble pak ■ On cart ■ Issue 24 ■ JB

 Simply the greatest game ever created. Everything is utterly amazing. If you get just one game, you must get this one.

TOP TIP Check out N64/24 for a guide on how to complete the first dungeon, and N64/25 and 26 for more details.



LYLAT WARS

91% Nintendo • £50 • 1-4 players • Rumble pak • On cart • Issue 8 • JM

TOP TIP Perhaps not as perfect as it could've been (it really needed a level select) but another tour-de-force for Shigsy.

TOP TIP Achieve gold medals on all levels for the four-player Tank and Expert modes. • Guides in N64/8 and 9 and DGG + no. 2.

MAZE: The Dark Age

81% GT • £20 • 1/2 players • On cart • Issue 9 • JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

TOP TIP Highlight Ragnar, Dregan and Koyasha and press start on each one. Pick your fighter and he'll be wearing giant fluffy slippers.

MADDEN 64

92% EA • £40 • 1-4 players • Rumble pak • Controller pak • Issue 10 • TT

TOP TIP The first 64-bit outing for the Madden series is a great success. Impressive stuff, but it looks a bit dated compared to NFL 99.

TOP TIP At the create player screen, type AT(space)Madden to get the All-Time Madden super team.

MADDEN NFL '99

88% EA • £40 • 1-4 players • Rumble pak • Controller pak • Expansion pak • Issue 23 • MK

TOP TIP The familiar Madden gameplay survives the move to hi-res and gains a play editor, a practice mode and loads of new options.

TOP TIP Enter these codes to access hidden teams: THROWBACK, HAMMERHEAD, WELCOMEBACK, INTHEGAME, GEARGUYS.

MARIO KART 64

91% Nintendo • £40 • 1-4 players • Controller pak • On cart • Issue 4 • JD

TOP TIP An outstanding multiplayer and you'll still find yourself racing the one-player tracks long after you've beaten them.

TOP TIP At the start of the race, time your acceleration burst just before the light turns green to get a rocket start.

MICRO MACHINES

86% Codemasters • £40 • 1-8 players • Rumble pak • Controller pak • Issue 25 • JB

Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

TOP TIP Don't take the tempting shortcuts in MM64. Try to veer off the track and you blow up.

MILO'S ASTRO LANES

38% Interplay • £30 • 1-4 players • Rumble pak • On cart • Issue 26 • TW

'Stunningly dull'. Give it a miss.

TOP TIP Barbiturates are a quicker and less expensive method of ending it all.

MISCHIEF MAKERS

90% Nintendo/Treasure • £40 • 1 player • On cart • Issue 8 • JB

TOP TIP It's retro but it's totally rewarding and expertly constructed. A perfect example of how to do 2D on the N64.

TOP TIP Check out our extensive guide to making mischief mischievously in N64/12. You won't regret it. Nosiree.

MISSION: IMPOSSIBLE

75% Infogrames • £40 • 1 player • Rumble pak • On cart • Issue 18 • TW

After the wait, Mission's let down badly by horrendous AI, a clunky engine and bad controls.

TOP TIP Remember to continuously access your objectives as they can change without prior warning. Official book with N64/21.

MK MYTHOLOGIES

9% GT • £Too much • 1 player • Rumble pak • Controller pak • Issue 11 • JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

TOP TIP Creep along in that spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV screen.

MORTAL KOMBAT 4

84% GT • £45 • 1/2 players • Rumble pak • Controller pak • Issue 20 • JP

The best version of MK yet.

TOP TIP On the options screen, highlight continue and hold run and block for about 10 seconds to get the cheats menu.

MORTAL KOMBAT TRILOGY

34% GT • £40 • 1/2 players • Rumble pak • Controller pak • Issue 1 • TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

TOP TIP Beat 8-Player Kombat and you'll be able to select Shoa Kahn's Lost Treasures, including bonus games of Galaga and Pong.

MULTI RACING CHAMPIONSHIP

71% Ocean/Imagineer • £30 • 1/2 players • Controller pak • Issue 8 • JD

The conversion job has done it no favours. 'Gritty' graphics and it's also far too easy.

TOP TIP Hidden cars without beating them: Select one of the closed garages in vs mode, exit, and choose a one-player game.

MYSTICAL NINJA

90% Konami • £50 • 1 players • Controller pak • Issue 14 • TW

TOP TIP There's plenty to sink your teeth into here. A sprawling, enjoyable adventure that tries really hard to square up to Mario.

TOP TIP Check out the review in N64/14 and a complete walkthrough of the game in N64/15 and 16.

NAGANO WINTER OLYMPICS

32% Konami • £45 • 1-4 players • Rumble pak • Controller pak • Issue 12 • JD

Luge, bobsleigh, halfpipe, curling, they're all here and they're all extremely boring.

TOP TIP To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.

NASCAR '99

59% EA • £40 • 1/2 players • Rumble pak • Controller pak • Issue 23 • MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

TOP TIP When you get bored of driving round in circles, switch the game off and go to bed. That's livin'.

NBA HANGTIME

52% GT • £25 • 1-4 players • On cart • Issue 6 • JS

The problem here is that two-on-two basketball gets very boring, very quickly.

TOP TIP Try these matchup codes: 025, 111, 120, 273, 284, 461, 552, 802. • To duplicate star players, use 0000 as your pin.

NBA JAM '99

83% Acclaim • £40 • 1-4 players • Rumble pak • Controller pak • Issue 24 • MG

Not quite up to the standard of NBA Courtside, Jam is nevertheless good value.

TOP TIP Use Left-C to produce 'alley-oops' when an opponent tries to slam dunk. This, for those unsure, slaps the ball out of play.

NBA LIVE '99

64% EA • £40 • 1-4 players • Rumble pak • Controller pak • Issue 24 • JB

Lacking Courtside's moves and Jam's sense of humour, Live is the poor man's basketball game.

TOP TIP Press R during play and C-button icons appear above your nearest players, tying each of your team to one of the yellows.

NBA PRO '98

71% Konami • £40 • 1-4 players • Rumble pak • Controller pak • Issue 14 • JP

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant.

TOP TIP Tap Up on the controller a few times to improve your chances of landing your free throws.

GOLDEN OLDIES

No change at number one in the classic cart popularity stakes. Every lunchtime the office resonates to the sound of Tim swearing and cursing and stamping his feet as he limps across the line in fourth place.

- 1 MARIO KART 64
- 2 GOLDENEYE
- 3 SNOWBOARD KIOS
- 4 ISS64
- 5 FIGHTERS DESTINY



DO YOU SPEAK ENGLISH?

Five Japanese imports you stand absolutely no chance of understanding...

- 1 GET A LOVE PANDA LOVE UNIT
- 2 LEGEND OF THE RIVER KING
- 3 64 O-SUMO
- 4 TRUMP WORLD
- 5 SIM CITY 2000

NFL BLITZ

87% ★ GT ● £45 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 22 ● MK

Arcade-style American football – and all the better for it. Fast play with plenty of scraps and a customisable Editor.

TOP TIP At the Matchup screen, tap in 2-0-3-Right for Big Head mode, while 4-0-4-Left gives you extra speed when you play.

NFL QUARTERBACK CLUB '98

86% ★ Acclaim ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 10 ● TT

It's got the crucial NFL licence but doesn't quite manage to displace Madden. More for the purists, this.

TOP TIP Check out our comprehensive five-page guide to Yank-thrashing in issue 12. • Full list of cheats in issue 19.

NFL QUARTERBACK CLUB '99

90% ★ Acclaim ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Expansion pak ● Issue 23 ● MK

Incredibly realistic American footie sim featuring the best motion-captured animation ever seen. And it plays great.

TOP TIP To turn the players into wobble bellied guttlers, enter the code MRSHMLLW. For constant injuries enter HSPTL.

NHL '99

74% ★ EA ● £50 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 22 ● JP

Good but not great. Buy Wayne Gretzky instead.

TOP TIP Try these codes: BIGBIG (big players), FAST (speed up), BRAINY (big heads), FREEEA (bonus teams).

NHL BREAKAWAY

62% ★ Acclaim ● £40 ● 1-4 players ● Rumble pak ● On cart ● Issue 14 ● DM

Little excitement, nothing original. Nothing here that that hasn't been done better in Gretzky.

TOP TIP Want to enable the cheat menu? Here's how: On the title screen press Left-C, Right-C, Left-C, Right-C, R, R.

NHL BREAKAWAY '99

64% ★ Acclaim ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 24 ● JB

Mildly diverting hockey sim that never comes close to challenging Wayne Gretzky.

TOP TIP Catch those magic replay moments by zooming in on an individual with the D-pad.

OLYMPIC HOCKEY

60% ★ GT ● £25 ● 1-4 players ● Controller pak ● Issue 15 ● MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK.

TOP TIP Check out N64/5 for loads of tips for the original Wayne Gretzky's 3D Hockey which also apply to this subtle con trick.

PENNY RACERS

58% ★ THQ ● £40 ● 1-4 players ● Controller pak ● Rumble pak ● Issue 25 ● MK

The slowest, boringest racer ever. Even when it begins to speed up. Dump.

TOP TIP Take your £40 down to HMV and steer clear of this tripe. Now go to Micro Machines. Nice.

PILOTWINGS 64

89% ★ Nintendo ● £20 ● 1 player ● On cart ● Issue 1 ● TW

A supreme example of how to harness the N64's immense potential, with absolutely stunning visuals throughout.

TOP TIP The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.

QUAKE 64

79% ★ GT ● £25 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 15 ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

TOP TIP Debug mode: Select 'Load Game' and do not use memory pak. Fill the password entry box with little 'Q' symbols.

RAKUGA KIDS

80% ★ Konami ● £40 ● 1/2 players ● Rumble pak ● On cart ● Issue 22 ● MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

TOP TIP If you press R and then press Forward or Away from your opponent, your character will produce his or her Magic Move.

RAMPAGE WORLD TOUR

54% ★ GT ● £45 ● 1-3 players ● Controller pak ● Issue 16 ● MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

TOP TIP Find a Scum Lab facility, eat the toxic waste barrels and you will be transformed into the mighty Vern for the rest of the stage.

ROBOTRON 64

75% ★ GT ● £50 ● 1/2 players ● Controller pak ● Issue 12 ● JN

An entertaining update of the classic arcade shoot-'em-up, but more than a little repetitive.

TOP TIP At the Setup menu press Down, Up, Left-C, Down, Left-C, Right-C, Down, Right-C to get a handy level select option.

ROGUE SQUADRON

85% ★ Lucas Arts ● £50 ● 1 player ● Controller pak ● Rumble pak ● Expansion pak ● Issue 25 ● TW

Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and impressive (but foggy) graphics.

TOP TIP Type in IGIVEUP to obtain a handy amount of lives. An infinite amount! Er, handy.

RUSH 2 Extreme Racing USA

73% ★ GT ● £40 ● 1-2 players ● Rumble pak ● Controller pak ● Issue 24 ● TW

You'll either love it to death or hate it with a passion. Better handling and lots of secrets.

TOP TIP Go to the Set Up menu and press L, R, Z and all four C-Buttons. Hold L, and Z and press the C-buttons to activate the cheats.

SAN FRANCISCO RUSH

82% ★ GT ● £25 ● 1/2 players ● Rumble pak ● On cart ● Issue 11 ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

TOP TIP To turn your car into a mine, press Right-C, Right-C, Z, Bottom-C, Top-C, Z, Left-C, Left-C on the car select screen.

SCARS

79% ★ Ubi Soft ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 23 ● MK

Kind of like a futuristic version of Mario Kart but there are several better alternatives out there.

TOP TIP When you have multiple weapon, fire the last two or three at low-power, and hold the trigger down to charge up the last shot.

SHADOWS OF THE EMPIRE

78% ★ Nintendo/LucasArts ● £40 ● 1 player ● On cart ● Issue 1 ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre Doom-style bits.

TOP TIP • Challenge points guide in issues 2 and 3. • Ultimate cheat in issue 17. • Double Game Guide + with issue 18.

SILICON VALLEY

91% ★ Take 2 ● £50 ● 1 player ● On cart ● Issue 22 ● MK

The most original console game ever doubles up as a breathtakingly clever and supremely playable platformer.

TOP TIP On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!

SOUTH PARK

73% ★ Acclaim ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Expansion pak ● Issue 25 ● JA

Monotonous and basic first person shooter. Saved a little by the South Park characters.

TOP TIP Type in ALLWOMAN as a password to obtain Mrs Cartman in the multiplayer game.



SNOWBOARD KIDS

86% Nintendo/Atlus ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 14 ● JA



Mario Kart on ice. Technically a little ragged but still enormously good fun – just look at the multiplayer.

TOP TIP On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).

STARSHOT Space Circus Fever

68% Infogrames ● £40 ● 1 player ● On cart ● Issue 22 ● JP

A 3D platformer that's been pre-dated by Banjo.

TOP TIP Warp mode: Pause and select 'Continue Level'. Press Top-C, Bottom-C, go to New Game, press Top-C, Bottom-C, go to Options, press Right-C and then A.

SUPER MARIO 64

96% Nintendo ● £50 ● 1 player ● On cart ● Issue 1 ● ZH



Everything that's made previous Mario titles great, fleshed out into 3D. Second only to Zelda, this is truly superb.

TOP TIP • '20 most asked questions', N64/1, N64/2. • Guides in N64/2, N64/3, N64/4, N64/5. • Double Game Guide + no. 4 (issue 15).

TETRISPHERE

69% Nintendo ● £20 ● 1/2 players ● Controller pak ● Issue 13 ● NJ

Confusing, complicated and frustrating.

TOP TIP Type in the word VORTEX on the password screen, then press and hold the Reset button for A strange animated sequence.

TOP GEAR RALLY

86% Nintendo/Bose ● £40 ● 1/2 players ● Controller pak ● Issue 8 ● JD



Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks help ensure it lasts.

TOP TIP Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on issue 18.

TOP GEAR OVERDRIVE

79% Nintendo ● £45 ● 1/4 players ● Rumble pak ● Expansion pak ● On cart ● Issue 24 ● TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP TIP Complete the mirrored seasons to access the Taco, N, Nintendo Power and Hot Dog cars. Finish all seasons for the secret track.

TUROK Dinosaur Hunter

91% Acclaim ● £30 ● 1 player ● Controller pak ● Issue 1 ● TW



Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. A fantastic game.

TOP TIP • Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGCRTDTRK for all cheats.

TUROK 2 Seeds of Evil

95% Acclaim ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Expansion pak ● Issue 21 ● TW



A breathtaking follow-up to a superb original, with an eye-melting hi-res mode. Alongside Zelda, an essential purchase.

TOP TIP Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.

TWISTED EDGE SNOWBOARDING

60% Nintendo ● £18 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 24 ● TW

Twisted Edge stumbles onto the slopes for a amateur snowboarding outing. Only competent.

TOP TIP Just after the word "Go" disappears, press Up twice. If done correctly you should get a jump start. Nicely!

VIRTUAL POOL 64

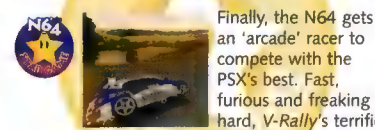
77% Interplay ● £40 ● 1/2 players ● Controller pak ● Issue 26 ● MG

Surprisingly playable pool sim with hi-res graphics. As addictive as the real thing.

TOP TIP To make the computer miss, press R to switch to the overhead view and use the analogue stick to move the CPU's cue.

V-RALLY 99

90% Infogrames ● £40 ● 1/2 players ● Rumble pak ● Controller pak ● Issue 22 ● JA



Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast, furious and freaking hard, V-Rally's terrific.

TOP TIP Score 100% in Arcade mode to get access to two sets of secret cars.

WAIALAE COUNTRY CLUB GOLF

49% Nintendo ● £40 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 21 ● TW

It's golf, but golf that looks like it's been through a meat processor.

TOP TIP On any shot under about 150 yards, you only need to use a maximum of 3/4 of the power bar.

WAR GODS

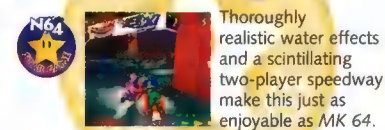
46% GT ● £23 ● 1/2 players ● No backup ● Issue 7 ● JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

TOP TIP To enable the cheat mode, press Right on the D-pad three times, A, A, B, B. You lucky, lucky people.

WAVE RACE 64

90% Nintendo ● £40 ● 1/2 players ● On cart ● Issue 2 ● ZH



Thoroughly realistic water effects and a scintillating two-player speedway make this just as enjoyable as MK 64.

TOP TIP To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.

WAYNE GRETZKY'S 3D HOCKEY

75% GT ● £25 ● 1-4 players ● Controller pak ● Issue 6 ● TW

For sheer whizz-bang, puck-zipping magic, Gretzky is hard to beat.

TOP TIP Super teams: Go to Set-up then Options, hold L then: Right-C, Left-C, Left-C, Right-C, Left-C, Left-C, Right-C, Left-C and Left-C.

WAYNE GRETZKY'S 3D HOCKEY '93

70% GT ● £25 ● 1-4 players ● Controller pak ● Issue 10 ● MK

When all's done and dusted, is it really different enough to warrant buying? No.

TOP TIP Issue 11 featured a guide to two-player excellence in the original Gretzky. It also applies to this sequel. And Olympic Hockey.

WCW/NWO REVENGE

75% THQ ● £50 ● 1-4 players ● Rumble pak ● On cart ● Issue 22 ● MG

Plenty of new characters and faster gameplay, but nowhere near as good as WWF Warzone.

TOP TIP During a match, press Z to make the computer take control for a while. • Tips in issues 23 and 24.

WCW VS NWO WORLD TOUR

70% THQ ● £50 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite Tekken, though.

TOP TIP Each character has two special moves, one for legs and one for heads. Hold A and wiggle the analogue stick.

WETRIX

74% Ocean ● £30 ● 1/2 players ● Controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old Tetris theme, with water and mountains.

TOP TIP Complete all 16 practice rounds to get a choice of groovy floor patterns. • Guide in issue 18.

WIPEOUT 64

88% Midway ● £45 ● 1-4 players ● Rumble pak ● On cart ● Issue 23 ● TW

DIE HARD

Five moments guaranteed to bring tears to your eyes.

- TUROK 2**
Lugging an **mmm** through that evil little monkey's head in Frag Tag. Cop that!
- MARIO 64**
Mario's backside burns with the intensity of a thousand suns.
- SNOWBOARD KIDS**
A deeply painful twotting with the business end of a gold frying pan.
- GOLDENEYE**
The computer really rules it in – Bond gets shot to pieces from three angles.
- MORTAL KOMBAT 4**
Quan Chi rips **ll** your leg and batters you to **ll** with the soggy end.





BIN LADEN

This lot lying around in your local bargain bin? Snap them up! You might just be surprised.

- 1 **CHOPPER ATTACK**
- 2 **FORSAKEN**
- 3 **GLOVER**
- 4 **MISCHIEF MAKERS**
- 5 **RAKUGA KIDS**

YOUR CHART HERE
Send us your top 5 lists in whatever category you want. Favourite, least favourites, most annoying, most over/underrated... Get your thinking caps on and write to Directory Charts at the usual address.

N64   The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific, and a real challenge.

TOP TIP Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.

WWF WARZONE



85%  Acclaim ● £50 ● 1-4 players ● Rumble pak ● Controller pak ● Issue 19 ● MK

N64   A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a brilliant create-a-player mode.

TOP TIP On the character biography screens, push down on the analogue to select the wrestlers alternative uniforms.

YOSHI'S STORY


86%  Nintendo ● £40 ● 1 player ● Rumble pak ● On cart ● Issue 15 ● TW


N64   Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful to look at.

TOP TIP White Yoshi (3-2): When you find poochie yapping at a red pipe you can't reach, go down the next red pipe and look for the ?.


Import releases (not yet released in UK)

EA G-SUMO

90%  Bottom Up ● 1/2 players ● Rumble pak ● Controller pak ● Issue 11 ● ME


N64  Sumo it may be, but Bottom Up have turned Japanese wrestling into a fun-filled fat fest.

AIR BOARDER 64

62%  Human ● 1/2 players ● Rumble pak ● Controller pak ● Issue 16 ● TW


Unusual and quirky but there's no proper objectives and no real challenge. Looks great, plays boringly.

ART OF FIGHTING TWIN

78%  Culture Brain ● 1/2 players ● Rumble pak ● Controller pak ● Issue 12 ● DM


A simplistic beat-'em-up but with some charm. Given the lack of quality N64 fighters, not a bad proposition.

AUGUSTA MASTERS '98

47%  T&E Ent ● 1-4 players ● Rumble pak ● Controller pak ● Issue 14 ● JP


Your N64 could run this with the power off. A very poor conversion of a dated game design. Avoid at all costs.

BOSSERMAN B-DAMAN

23%  Hudson ● 1 player ● Rumble pak ● Controller pak ● On cart ● Issue 20 ● JP


Cheap and nasty mixture of simplistic shooting games. In Japan it's actually against the law to buy crap like this.

CASLEVANIA

81%  Konami ● 1 player ● Rumble pak ● Controller pak ● Issue 26 ● TW


Rough around the edges and very frustrating at first, but a good vampire hunting romp once you get into it.

CHORO Q 64

56%  Takara ● 1-4 players ● Rumble pak ● Controller pak ● Issue 20 ● MK


Painfully slow clockwork racer. A decent enough track designer, but a total lack of speed-based skills. Tedious.

DENRYU IRA IRA HOU

65%  Hudson ● 1/2 players ● Issue 12 ● JN


Dennyu is a console-based version of the game at fetes with the copper stick and wire. It's up to you.

DEZAEMON 3D

82%  Athena ● 1-4 players ● Rumble pak ● On cart ● Issue 19 ● MK

A complete shoot-'em-up development kit stuffed onto a cart. Tricky, but great fun.

DORAEMON

60%  Epoch ● 1 player ● Controller pak ● On cart ● Issue 2 ● TW


A slightly confusing and all-too-tedious Mario clone. Perhaps more suited to your younger brother or sister.

DORAEMON 2

52%  Epoch ● 1 player ● On cart ● Issue 26 ● JB


The world's favourite blue atomic cat returns in another brief, mildly diverting Mario clone for the younger player.

FAMISTA 64

68%  Namco ● 1-4 players ● Controller pak ● Issue 11 ● TW


Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.

FOX COLLEGE HOOPS

25%  Fox Interactive ● 1/2 players ● Controller pak ● Rumble pak ● Issue 11 ● TW


A weeping canker sore of a basketball game. Even the Americans aren't stupid enough to buy this. Or are they?

GANBARE GOEMON 2

69%  Konami ● 1/2 players ● On cart ● Rumble pak ● Issue 11 ● MG


Goemon returns to his 2D roots for this scrolling polygon platformer. Nowhere near as good as *Mystical Ninja*.

GET A LOVE PANDA LOVE UNIT

??%  Hudson ● 1 player ● On cart ● Rumble pak ● Issue 26 ● TW


Impenetrable Japanese girlfriend simulator. No, hang on, that came out all wrong. I feel all dirty now. Hwwrrrr...

GLORY OF ST. ANDREWS

58%  Seto ● 1-4 players ● On cart ● Issue 1 ● TW


The N64's finest golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.

GOLDEN NUGGET

52%  EA ● 1-4 players ● Controller pak ● Rumble pak ● Issue 26 ● TW


A gambling sim but the only money you'll make is the £5 you'll get for it at your local games exchange.

JANGOU SIM MAH JONG 64

69%  Video System ● 1 player ● Controller pak ● Issue 7 ● JB

The best mah jong game yet? Well, probably, but does it really matter? It'll fly off the shelves in *ker-rasy* Japan.

J-LEAGUE DYNAMITE SOCCER

66%  Imagineer ● 1-4 players ● Controller pak ● Issue 8 ● TW


What chance has a sprite game in a world with *ISS '98*? Incredibly basic but persevere and you may get some joy.


J-LEAGUE ELEVEN BEAT

52%  Hudson ● 1/2 players ● Controller pak ● Issue 10 ● TW


Dynamite Soccer was an ugly but enjoyable fat-bloke footy game. *Eleven Beat* is plain ugly. One word: *ISS '98*.

J-LEAGUE PERFECT STRIKER

89%  Konami ● 1-4 players ● Controller pak ● Issue 1 ● TW


N64  Konami prove their footballing dominance with a magical soccer sim.

JEOPARDY!

9%  Take 2 ● 1-3 players ● Controller pak ● Issue 16 ● MK


Less a game, more a vile disease.

JIKKYOU WORLD CUP '98

91%  Konami ● 1-4 players ● Controller pak ● Issue 13 ● TW


N64  *ISS '98* in all but name, this Jap version boasts an official World Cup '98 licence.

KING OF PRO BASEBALL

68%  Imagineer ● 1-4 players ● On cart ● Issue 1 ● TW


The deformed players are funny for a bit but the slow runners and skilful CPU will eventually get you down.

KIRATTO KAIKETSU

60%  Imagineer ● 1-4 players ● Controller pak ● Issue 25 ● TW


Complicated Japanese board game involving a team of detectives, battles, dice, and sub-games. Odd.

LEGEND OF THE RIVER KING

56%  Natsume ● 1 player ● On cart ● Rumble pak ● Issue 26 ● JB


One of those fishing RPGs the Japanese adore.

LET'S SMASH

67%  Hudson ● 1-4 players ● Rumble pak ● Controller pak ● Issue 23 ● TW


Not the tennis game we were hoping for. Enjoyable for a while, but we still want a 64-bit version of *Super Tennis*.

MAGICAL TETRIS

59%  Capcom ● 1/2 players ● On cart ● Rumble pak ● Issue 26 ● JA

Quite why games developers think they can improve on *Tetris* is beyond comprehension.

MAH JONG 64

65%  Koei ● 1-4 players ● Controller pak ● Issue 3 ● JD

If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.

MAH JONG MASTER

69%  Konami ● 1-4 players ● On cart ● Controller pak ● Issue 1 ● WD

More of a beginners guide than previous efforts.

MAJOR LEAGUE BASEBALL

74%  Nintendo ● 1-4 players ● Rumble pak ● Issue 18 ● MK


Fast paced baseball action with players who must have fallen out of the ugly tree.

MAZDA PARTY

80%  Nintendo ● 1-4 players ● Rumble pak ● Issue 25 ● ME

Enjoyably diverse Mazza board game, with all the usual suspects turning up for a spot of sub-gaming.

NIGHTMARE CREATURES

57%  Activision ● 1 player ● Rumble pak ● Controller pak ● Issue 25 ● ME

Gory gothic slash-'em-up – a haze of unplayability clouds the control system like a gaseous mound of chuff.



OFF ROAD CHALLENGE

21% 1 Midway ■ 1/2 players ●
Rumble pak ● Controller pak ●
Issue 19 ■ JH

Loathsome racer which graduated from the *Cruis'n USA* school of unplayability with first class honours.

PACHINKO WORLD 64

12% 1 Hewia ●
1 player ● Issue 25 ■ TW

Pachinko is like pinball without the skill. So dull, death seems enticing.

PIKACHU GENKI DECHU

75% 1 Nintendo ●
1 player ● Rumble pak ●
Issue 25 ■ ME

With the new Voice Control headset, talk to Pikachu and tell him to naff off. Good fun. If you're fluent in Japanese.

POWER LEAGUE 64

42% 1 Hudson ■ 1/2 players ●
Controller pak ■ Issue 7 ● JA

This effort from Hudson is tragically awful.

POWER PRO BASEBALL 4

54% 2 Konami ● 1/2 players ●
Controller pak ■ Issue 3 ● TW

This went ballistic in Japan but we prefer *King of Pro*.

POWER PRO BASEBALL 5

78% 1 Konami ● 1-4 players ●
Controller pak ■ Issue 17 ■ MK

Strictly for fans of Japanese weirdness.

PUYO PUYO SUN 64

80% 1 Compile ■ 1/2 players ■
On cart ■ Issue 10 ● ZN

You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.

SIM CITY 2000

83% 1 Imagineer ■ 1 player ■
Controller pak ● Issue 13 ● JP

Although it looks no different to the SNES version, this still plays as magnificently as ever.

SMASH BROS

90% 1 Nintendo ● 1/4 Players ●
On cart ● Rumble pak ●
Issue 26 ● JB

Beautifully playable, totally original platform beat-'em-up, starring Mario, Pikachu and assorted other classic characters.

SNOW SPEEDER

71% 1 Imagineer ■ 1/2 Players ●
Controller pak ■ On cart ■
Rumble pak ■ Issue 25 ■ JA

Skiing and snowboarding in the same game sounds like a winning combo, but *Snow Speeder* lacks the necessary spark.

STAR SOLDIER

62% 1 Hudson ● 1 player ●
Rumble pak ■ On cart ●
Issue 18 ■ MK

Competent and enjoyable retro blaster, but a little on the easy side. Nice score attack mode, mind.

SUPER ROBOT SPIRITS

58% 2 Banpresto ■ 1/2 players ●
Rumble pak ● On cart ●
Issue 20 ● MK

The Japanese love their anime robots, but they won't like this too much. A disappointing waste of a great license.

SUSUME! TAISEN PUZZLE DAMA

78% 4 Konami ■ 1-4 players ■
Controller pak ■ Issue 15 ■ TW

Another N64 *Puyo Puyo* game, but a quirky, enjoyable one all the same. Plus, there's a great bowling sub-game.

TAMAGOTCHI WORLD 64

79% 1 Bandai ● 1-4 players ●
Rumble pak ● Controller pak ■
Issue 12 ■ JN

A 64-bit board game that's fun but goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.

TETRIS 64

42% 1 Sega ■ 1-4 players ●
On cart ■ Bio pak ●
Issue 26 ● JA

Clip the bio pak's pulse monitor to your ear and look like a complete plonker as you play yet another inferior *Tetris* clone. Pointless.

TOKON ROAD

49% 1 Hudson ■
1-4 players ■ Issue 12 ● DM

A tedious old wrestling sim that lacks the refinement of WCW.

TRUMP WORLD

21% 1 3rd Up ●
1-4 players ■ On cart ■
Issue 21 ■ MG

Slow, nose-achingly pungent card game where it's impossible to win. A real Lenny Bennett of a game.

VIRTUAL CHESS

76% 1 Titus ● 1/2 players ■
Rumble pak ● On cart ●
Issue 11 ■ TW

Just what your N64 has been waiting for – a chess sim...

WHEEL OF FORTUNE

17% 1 Gametek ● 1-3 players ●
Rumble pak ■ Issue 11 ■ TW

Awful visuals, bad animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.

WONDER PROJECT J2

55% 2 Enix ● 1 player ●
Controller pak ● Issue 1 ● WD

Guide a robotic girl through various 'real-life' situations. Weird and very Japanese.



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*HOTRATONIC can be found in Extreme G.2 available on PC and N64 and appears courtesy of Acclaim Entertainment Ltd.

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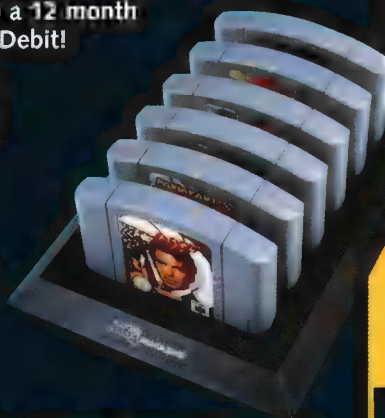
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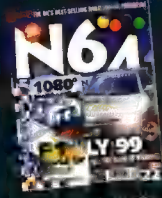


ISSUE 21

The Turok 2 Edition

Better than GoldenEye? That was the question we asked of Turok 2. Find out how it measured up here. We also reviewed 1080° and tipped the fabulous ISS '98.

● Forsaken and Mystical Ninja appeared in the DGG + and we also gave away a complete Mission: Impossible playing guide and a console sticker worth £10!



ISSUE 22

The V-Rally Edition

The World's first review of Infogrames' excellent racing game and 65, previously unseen, Perfect Dark shots. Also huge reviews of F-Zero X, the innovative Silicon

Valley and the rather superb Body Harvest. ● The Double Game Guide + tackled Nintendo's 1080° Snowboarding and the sublime F1 World Grand Prix.



ISSUE 23

The Zelda Edition

After three years of waiting, endless delays and months of anticipation Zelda finally arrived. So, how good is it? Plus huge reviews of Wipacut 64 and Extreme G2 and Team

N64's top tips for the games that'll be big in '99. ● Oh yes, we also gave away a rather special Christmas pressie – the N64 Magazine Cart Rack™.



ISSUE 24

The Mario Edition

Four new Mario games for 1999 – find out all about them here. Plus exhaustive Turok 2 tips and the second part of our huge Zelda review. ● The DGG + tipped future racer F-Zero X and

the unusual but highly original Glover, and our second gift, the Nintendo 64 Compendium reviewed and rated every single UK release ever.



ISSUE 25

The Shadowman Edition

Shadowman, the N64's goriest game yet – we visited the game's creators for a huge Special Investigation. We also reviewed Rogue Squadron, the most exciting Star Wars game yet and Acclaim's

swear-'em-up South Park. ● The DGG + provided complete walkthroughs for DIMA's Body Harvest and Silicon Valley.



ISSUE 26

The Hybrid Heaven Edition

We finally got to discover a bit more about Konami's super-secret Hybrid Heaven and it looked fantastic! Plus reviews of FIFA '99, Nintendo's Smash Bros and Castlevania. There's

also a 16-page Game Boy section packed full of reviews, previews and features. ● The Double Game Guide + concentrated on the masterpiece that is Zelda.

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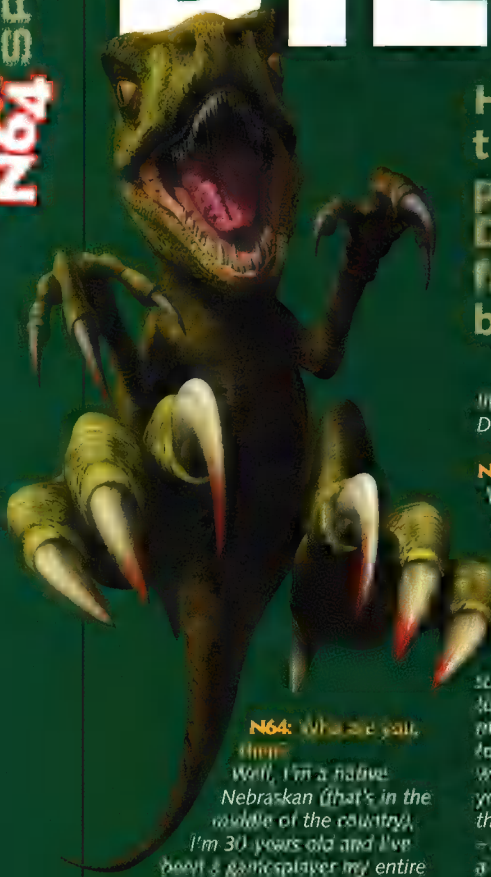
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DAVID DIENSTBIER

He used to be a body builder, he's about to buy his third car, he invented the Cerebral Bore and he was project manager on both Turoks. So, David Dienstbier, Creative Director at Iguana, how do you fancy your chances in the ultimate test? (We're a bit scared, actually.)

By Tim Weaver



life, Uli, and my name's David Dienstbier. Obviously.

N64: Good. You're a big bloke, eh? What. I worked as a fitness trainer and I'm also an ex competitive body builder.

N64: Not bad. So, do you reckon you could do some? Listen, I've been lifting weights for 10 years and I could kick somebody's face in if I really wanted to, but what fun is that? It's much more fun to have a pleasant life and to work hard, live well and enjoy what you do. But, then, sometimes you really just wish you could kick the crap out of somebody sometimes – and it's fun to do it. You know, it's a total release.

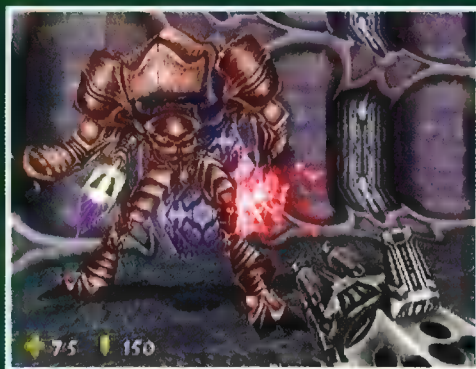
N64: Who are you, then? Well, I'm a native Nebraskan (that's in the middle of the country), I'm 30 years old and I've been a gamer/player my entire

life. I'm fanatic about my frogs and chameleons. Right now I have 19 frogs, two geckos, four chameleons and a prehensile-tailed skink living in my office.

N64: Quite ironic that you ended up at Iguana, then? Yeah. I didn't enjoy my work in the advertising industry and I needed a change. Videogames seemed perfect. I've always loved the entertainment industry: film, television and theatre.

My duties consisted of the overall team management, scheduling, resource management and general administrative duties associated with making a videogame. In addition to that, I also served as the lead designer for both Turok and Turok 2. This is the really creative end of the process: storylines, internals, music, art, level design. All, everything, really. Recently, though, I was promoted to Creative Director for Iguana Entertainment in Austin.

"Right now I have 19 frogs, two geckos, four chameleons and a prehensile-tailed skink living in my office."



N64: Sound healthy. What else have you done in your 30 years, then? Well, I've worked as a waiter, a freelance artist, an assistant creative director for an advertising agency and I've written one or two screenplays that I've yet to shoot around (that's a secret, by the way). I've also got a degree in art and I'm a

I knew that I belonged in there somewhere. I just didn't know where. I've always been a videogame fanatic, and I see the videogame business as a legitimate part of the industry. Now I write scripts, direct music and artwork, and basically work with loads of really great, very creative people making fantasy worlds. It's amazing.

N64: So, tell us about your time at Iguana... Well, prior to the release of Turok 2, my title was Project Manager. The

(That's Texas – Geographical Ed). My responsibilities now involve overseeing the concepts, designs and gameplay elements of all of our stuff. Currently, this consists of five titles. One of the conditions I had for taking the job was that I would still design games and, as a result, I'm serving as the lead designer on one of our current projects.

N64: Really? Can you tell us what that is? I'm not at liberty to say, unfortunately.

SPECIAL INTERROGATION

N64: What does your average day consist of? Loads of power lunches? My average working day lasts about 12 hours — though I needed to take a bit of a break after wrapping up Turok 2. As for what's going on these days, that depends on what's going on with the company and its current projects. My days are so packed it's amazing. I have to look over resumes, look over the games we're developing, critique what I see and have design meetings (so... many... meetings...). I am also writing a new game design and getting involved with some of the other aspects of the business. And trying to get back into the gym.

N64: Tsk. Is it right Turok: Dinosaur Hunter was your first game? Sort of. I was involved on several undeveloped treatments for the Batman Forever arcade game before helming Turok: Dinosaur Hunter.

N64: Why Turok, then? Why? Well, we had an agreement with Nintendo to produce a game for the as-yet-unreleased Ultra 64. Acclaim had recently acquired a comics division and we wanted to take one of these properties and make a game out of it. The decision had already been made to use Turok: Dinosaur Hunter. There were some cool elements in the comic that we thought could be used, but in the end we decided that the game needed its own legs. We used a few things from the comic book, but 98% of the game was totally original.

N64: Were you surprised at its success? Not really. I knew it was going to do well, but it did so further than I thought it would. I tend to try to be very realistic (downright conservative actually) when it comes to these things because I don't like getting ahead of myself.

N64: How much money did it make you, then? More than I would have made in the advertising industry!

N64: Enough to buy a new car, say? Yeah. I had a silver Dodge Durango, anyway, that I still drive every day, and I recently ordered a Dodge Viper GTS (also silver). I'm considering a BMW as well.

N64: Was it daunting trying to follow up the original Turok and surpass GoldenEye? I'd have to say yes and no. I think GoldenEye is brilliant and I had the pleasure of meeting Martin Hollis (GoldenEye's director) and a large number of his team at last year's E3, and they were very cool. As a gamer, I get really excited when any of Rare's stuff nears

completion. They are quite simply one of the best developers making games on the planet. That said, Turok 2 was never supposed to be in direct competition with GoldenEye. The two games have such different agendas. We always wanted to outdo our previous efforts, rather than worry about what Rare were up to. Certainly we pay very strict attention to everything they do because we do want to be competitive but we really wanted a worthy sequel to the original Turok. And I think we did just fine.

N64: How long did the project take? About 21 months from start to finish. About 18 people worked on the game full-time, and then we brought in extra help at one time to pick up some slack.

N64: What was the single, most important thing in Turok 2? Oooh. I think the technology behind it. That was paramount. We needed

N64: Was that why Turok 2 was delayed for so long? Games of this complexity and size take an enormous amount of time to

"Turok 2 needed to bust the N64 at the seams and astonish people. I think we managed to do that in almost every respect."

to create environments that looked more realistic than anything anybody had ever seen on a console. We needed to bust the N64 at the seams and astonish people. I think we managed to do that in almost every respect. It was just about making it more involving for the player than the original.

create. There were 10,000 hours of game testing put into Turok 2, tensies of new technology, and the team's sheer desire not to mess it all up. Some of these things are very hard to predict in terms of simple timelines. The project simply needed more time to wrap up.





N64: What are you most proud of? Aside from the team I worked with (of whom I am always very proud) I'd have to say that I'm most proud of the game as a whole when compared to the original Turok. I think this is the way sequels should be done. We raised the bar in so many respects, not just for the N64 or console games of this type, but for all games. The sheer scope of the game, the attention to detail, the little touches like relieving arrows, our weapon design, level simplicity and diversity, all of these aspects set new benchmarks for realism and immersion. I'm not saying the game is perfect by any means, but it succeeds in showing up so much of the mainstream product that's out there, that I think we've done something really special.

N64: How did you come up with the idea of the Cerebral Bore? It's fantastic!
Thanks! I think it's the coolest and most outrageous weapon ever put into a videogame. The idea stemmed from a brainstorming session that we had with the team. We were talking about weapon ideas and one of the

wanted it to be more gruesome and outrageous. I think the end result speaks for itself. That single weapon has resulted in so much commentary, e-mail and delight that I know we did it just right.

N64: Is it right you did some of the voices in Turok 2?
Yes it is, I did many of the voices in both Turok 2 and Turok. In the original I was the Pur-Linn, the Campaigner and the poor human schlep that you blow away (I'm particularly fond of my "shook on my own blood" work for that game). In Turok 2, I'm the voice of the Spirit Father (the ghost that grants Turok the Talismans) and Oblivion. For Oblivion, I recorded about 70 voices at the same session and our audio guy mixed them together and threw in some gurgling stuff to make it as creepy as possible.

N64: How were Nintendo involved with the game?
Nintendo have been superb, actually. They supported this game from day one, and helped at the end to get it ready for launch by working with our QA department. Their input is always

"The Cerebral Bore is the coolest and most outrageous weapon ever put into a videogame."

artists suggested a leech gun or something like that. The idea was that it would suck the life out of an enemy. I liked the idea of a slow, agonising process, but Turok is a hardware guy. He wouldn't have a leech gun. So, I stewed on it and came up with the Cerebral Bore. The mechanism was the same, but I

very helpful because they're gamers/players. Which helps us make the right decisions.

David Dienstbier's office or the local zoo's reptile house? He's braver than we are, that's for sure.

◀ The infamous Cerebral Bore. It's the sound effects that really make it...

N64: Is there a super-secret Rare-style alliance between Iguana and Nintendo?
Well, I don't know about that! It's certainly not secret!

N64: How else could you create the first Expansion pak-compatible game, though?
Well, we were shipped one of the 64DD development kits some time ago and it came with the Expansion pak. We kind of knew that the writing was on the wall (at least domestically) for the DD, but the extra RAM came with the Expansion pak. We kind of knew that the writing was on the wall (at least domestically) for the DD, but the extra RAM came with the Expansion pak. We added the hi-res mode to Turok 2 almost at once, and the result was brilliant. Going into E3 last year, it was of paramount importance to me that Nintendo saw Turok 2 running in hi-res. They hadn't announced any plans to sell the Expansion pak to us at all, but I knew they had to. Since I have no way of knowing whether this was going to happen anyway, I like to think seeing Turok 2 in full

was expected to be, and in less time than I was given. It was a simple matter of motivation. Even though a large part of the early work I was doing never came to fruition, I was willing to work as hard as I needed to in order to make a good game. I would also plead with people to avoid the ego curse that is all too common when young people make good money. It serves no purpose, and more often than not causes tonnes of problems. One should always take pride in what they have accomplished, but if you are getting into this business you must realise that every game is a matter of an entire team of people doing their jobs well. If you fail to appreciate your team, you end up alienating yourself and severing the most important relationships you have.

N64: Sounds like good advice. Er, what's top of your shopping list this year?
Right now it's Perfect Dark all the way, baby! (Though if a Metroid title was made official I'd be doing tramp flips for a week.) What N64 games have I completed? Mario 64, Yoshi's

"I like to think that seeing Turok 2 in full 640 x 480 helped Nintendo decide to sell the Expansion pak."

640 x 480 helped them make the decision. We'll never know. Clearly it didn't hurt!

N64: What advice would you give to budding David Dienstbier's wanting to do the next Turok 2?
My credo when I started at Iguana was that I was going to do everything that was asked of me better than it

Story, GoldenEye, Blast Corps and Banjo-Kazooie. Plenty of Rare and Nintendo stuff, there.

N64: And what next for David Dienstbier and Iguana? Turok 3?
Again, I'm not at liberty to say. Sorry. But what I can say is that the company has some very cool things in store for the future.



The videogame magazine

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"You think the cardboard box bit is funny? Once I was on the run in Germany. I came over a hill with 20 guys chasing me. I spotted a cow's feeding trough, overturned it and hid underneath. They never found me."



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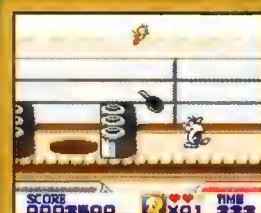
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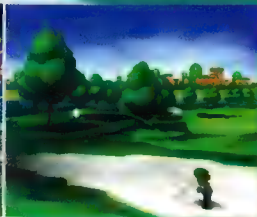
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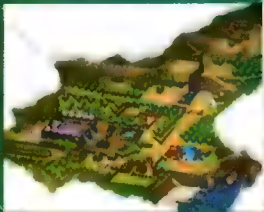
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The page where – spelling mistakes permitted – anything can happen.

What if...

Turok 2 Weeds of Evil

heave hoe

Turok 2: Weeds of Evil
PATIOSOFT

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US release TBA

Help! Don't point those things at me! Eat lead, you brazen hussy.



The Ultimate Mower beams in. Use it wisely.

Scanning through the latest release list, it's patently clear that one of gaming society's minority groups has been criminally neglected on the N64. Whilst racing fans, platform enthusiasts, and sports nuts have always been adequately catered for, amateur gardeners have yet to find a game to call their own.

But things are about to change, thanks to PatioSoft's bug-spraying, lawn-watering first-person mow-'em-up *Turok 2: Weeds of Evil*. As Pancho de la Tu'allaque, lead designer on the project explains, "We wanted to give something back to the gardening community. This is radical fantasy horticulture – to the max. Anyone who enjoys planting sonic mole repellers in their back garden will brick it when they see what they can do with this game."

Starting out with a simple 10ft plot of thistles and dandelions (the legendary 'Weeds of Evil'), the object of the game is to cultivate your patch into a multi-acre show garden, whereupon it will be judged by an all-star panel of TV gardeners. "That's where the fun really starts," drools Pancho. "Getting your garden up to show standard is a real task, and by the time you get there you'll have formed a bond with every single blade of grass. That's when the plot twist jumps up and smacks you round the chops – Alan Titchmarsh gets so jealous of what you've done that he fires up his rotorvator and starts digging the crap out of your lawn. I mean he really tears that bad boy up!"

Stopping the renegade Ground Force presenter is no mean feat. First you have to knock him off the rotorvator by speed-digging an ornamental pond in the machine's path. Pancho elaborates: "When he's down you have to paralyse him by making him eat slug pellets while you run off to the shed to fetch your tools. But while you're pegging it back with all your kit, Charlie Dimmock jumps on your back and starts drilling your skull with a lawn aerator. You've only got 30 seconds to get to Titchmarsh and strim his head off before she bores all your brains out. As soon as Titchmarsh bites it, Dimmock just sort of drops off your back like a dried scab."

Also included is a four-player Allotment Wars mode, where celebrity gardeners such as Arthur Fowler sneak around defecating on each other's prize lettuces on the night before a big show. "It's a total riot," says Pancho. "Plus there are special hidden guest characters

including Percy Thrower to find. He's a kind of Obi Wan Kenobi figure who rises up from beneath the soil of the bonus Blue Peter Garden arena."

PatioSoft have yet to find a distributor for *Weeds of Evil*, but they remain hopeful of securing a deal in time for the gardening season this summer.



You got a real purdy mouth, boy.

The Cerebral Bore has no effect on Titchmarsh. Strim his face off, quickly.

The result of using too many lawn chemicals.



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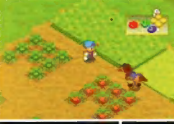
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